



XBOX 360.

the first TEMPLAR



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Game Controls

Xbox 360 Controller



General



Combat

* Requires skill

Introduction

The First Templar is a co-operative action-adventure game which puts you in the role of a noble Templar and his companions in their quest to find the Holy Grail. Set in the late 13th century, your journey will take you from the rural European countryside to the vast deserts of the Outermer. Uncover the mysteries behind the Templar Order, play a role in a grand conspiracy, and discover the secret of the Holy Grail. Face powerful opponents at every turn, in the face of the Saracen, King Philip IV of France and the Dominican Inquisition.

The Main Characters



Celian d'Arestide

Sir Celian d'Arestide is a noble knight, who unlike many of his brethren in these dark days, honestly believes in the ideals of chivalry. Celian's home is at the castle of Montsegur in Southern France, a place with a dark and tragic history where hundreds of people were burned alive by the emerging Inquisition.

Sir d'Arestide is not just an outstanding fighter, who is considered undefeated by any men in a duel, but also one of the few well educated knights of his age. He treasures loyalty above all else and has a strong, unfaltering sense of justice. The Grandmaster of the Templar Order is his life-long mentor and supporter, a man he respects more than anyone else. During his countless battles in the East, he fought alongside Roland, who became his best friend, regardless of their different characters.

Marie d'Ibelin

Marie d'Ibelin is a member of a prominent noble family from the crusader states. Her grandfather was Guy d'Ibelin marshal and constable of the kingdom of Cyprus. Her mother was a Saracen from a noble family. Marie is a child of two worlds – the West and the East, but she could never find her place in either of them. She was raised in the Holy Land according to the culture and customs of the East, she speaks the Saracen language, yet she is a Christian. Growing up in a land of constant conflict, she was taught how to fight and defend herself, from an early age.



Roland

Roland is a senior member of the Templar. An orphan, of low origins, he was raised by a cruel adoptive family. He sustained himself with petty crimes and mischief until the age of sixteen, when he tried to rob and kill a Templar. During the time he spent in jail, Roland managed to impress high ranking members of the Order with his unmatched fighting skills. Re-

gardless of his unruly temper, he climbed the ladder faster than any other knight and earned a legendary status after numerous successful campaigns at the Holy Land. In Outremer his name is always whispered, never said aloud, for too many have witnessed Roland's rage and none of them survived to tell the tale. He really lives up to the proverb: attack is the best form of defense.

Cooperative Gameplay

Celian is never alone. During his journey he is accompanied by Roland or by Marie. You can play as either of the two heroes and switch between them simply by pressing the LB button . The First Templar features both single player and co-op modes. When playing solo, you can switch between the two characters, leaving the control of the second hero to the game's AI. At any moment a second player can join in and take control of the AI controlled hero.

Some puzzles require teamwork and must be solved by both heroes. When playing solo you can command your AI companion to follow you (default) or to stay in place (D-pad down) . While stationary you can also order your teammate to interact (D-pad Up)  with any object near him or her, such as a lever, a chest or a healing item.

Teamwork plays a major role in combat as well. There are several skills which allow you to help your companion. Most importantly you can revive a fallen hero by moving next to him and pressing the A button . You have limited time to help your fallen companion. If you fail to revive him/her in time you will lose the game. Keep in mind that the Revive action requires zeal (see Combat section for more information).



Getting Started

Saved Games

Press any button on the Title Screen to bring up the Saved Games menu. Select one of the three player profiles to record your saves and settings, or choose Online Game to search for online games in progress.

Online Games

A list of online games in progress will be shown here. You can attempt to join any of these games by selecting one and pressing the A button . If none of the games shown is to your liking, you can press the Y button  to search for a new list of games.

Main Menu

Here you can continue the game from the last checkpoint by selecting Continue, or start from a previously visited chapter in the Chapter Select menu. Game settings can be changed from the Options menu.

Chapter Select

You can continue your game from a previously visited chapter in the Chapter Select screen. Be careful when continuing the game in this way, as any progress obtained during the last chapter you have played will be lost.

Important: In order to complete the game on a given Difficulty setting you must complete all the chapters from start to finish on that difficulty setting or higher.

Options

Select the Options menu to change the following settings:

Difficulty	Change the difficulty setting for the selected profile
Online Mode	Sets which players can or cannot join your game in progress
Invert Look	Toggle invert on/off

Invert Rotation	Toggle rotation on/off
Vibration	Enable or disable controller vibration
Brightness	Adjust the brightness of the game
Subtitles	Turn the subtitles on/off
SFX Volume	Adjust the sfx volume
Music Volume	Adjust the music volume
Dialogue Volume	Adjust the dialogue volume

Multiplayer

Split screen multiplayer

Every chapter of the game can be played in cooperation with another player. To initiate a split screen local multiplayer, press the Start button  on the second controller during gameplay.

Hosting a multiplayer game

To host a multiplayer game you must start playing a single player game with the Online Mode option set to “Only friends” or “Everyone” in the Options Menu. This option determines who will be able to join your game during play. If you decide to resume the game in single player mode you can select Kick Player from the Main Menu.

Joining a multiplayer game

You can join a game in progress from the Online Games screen. You can disengage from a cooperative game by choosing “Drop out” from the Main Menu.

Important! When joining another player’s game you will be treated as a guest and will not be able to earn experience, learn skills or achieve game progress for your own profile.

Screen Display

Health and Health Orbs

Your hero's health is represented by a red bar next to his icon. When you take damage your health will decrease. Health orbs are positioned above your hero's health bar. When your health bar reaches 0 it will be refilled provided you have a full health orb. If all of your health orbs are spent and your health bar reaches 0 your hero will fall down. Even though you are down your companion can revive you with the Revive skill. You can earn additional health orbs by learning the Toughness skill or from temporary power-ups.

Healing Items

You can restore lost health and health orbs when you are not fighting. Your last health bar will refill gradually. To regain health orbs you will have to find healing items such as food and water. Such items are marked with an orange dot on your radar and are highlighted by the Look Around action (see below). Additionally some hidden chests can provide you with the Full Health power-up.

Zeal

The heroes use zeal to perform special attacks and moves such as the Power Attack skill. The amount of zeal that your hero currently has can be seen below your heroes health bar. Zeal is gradually filled when you hit your enemies. When you fill a zeal orb you can unleash one of your special attacks. Many skills provide additional way to gain zeal.

Hit Chain

Making consecutive successful attacks will increase your hit chain multiplier. Raising the multiplier will increase the amount of zeal you gain when attacking. If you are hit or if you fail to hit for several seconds the hit chain will be reset to 0.

Radar

You can navigate the world with ease using the game's radar. Your current position is indicated by the brown arrow in the center of the radar. The way to your main objective is always indicated with a golden arrow, while bonus objectives are indicated with a blue arrow. Enemy units are shown in red while friendly units are marked in green. The radar is a useful tool for finding hidden treasure chests. Some chests

will be clearly marked with a white cross and have a white arrow pointing towards them, while others will be situated in an area which must be explored in order to be discovered. Healing items are shown as orange dot on the radar.

Clues

During your journey you might come across places of interest marked with a glimmering light. These will reveal treasures which were previously hidden on your radar.

Boss health bar

When facing a powerful enemy, his current health will appear here. Just like the heroes, bosses also have health orbs.

Time limits

Certain encounters will require you to dispatch a group of enemies before a timer runs out. In these cases the remaining time will be shown here.

Ally health

The health of allies that you must protect will be displayed here.

Combat

When the heroes encounter enemies they engage in combat and can utilize a variety of offensive and defensive tactics.

Attacking

Each hero has a basic attack combo which is executed by pressing X . The third attack of this combo pushes your opponent several meters away. You can change the target of your attack by tilting the Left Stick  to a new target. You can change targets even between combo strikes. This way you can hit one opponent twice with your basic combo and then use the third attack of your basic combo to push back a second opponent away from you. As you advance through the game new and more powerful attacks and combos will become available.

Blocking Attacks

You can block attacks by holding down the RT . You will block all attacks coming from in front of your hero while holding the block button. However attacks made against your back will hit you. You cannot move while holding the block button, but you can turn to face your attackers, thus blocking attack made against your back.

Evading Attacks

You can evade attacks if you quickly move away from the attacker. While in combat you can dodge attacks by holding down the LT  and tilting the Left Stick  in the desired direction.

Coup de Grace

Several attack skills such as Power Attack can knock down your opponents. When an opponent is on the ground you can perform a special finishing move. To execute a Coup de Grace move near an opponent on the ground and press B . Keep in mind that some of the more powerful opponents in the game are immune to knock down effects.

XP & Skills

The heroes gain experience each time they defeat an enemy. You can spend that experience to purchase new skills for your heroes. To buy a new skill open the Journal by pressing the Back button  and navigate to the Skills screen by pressing the RB button .

To learn a skill simply navigate with the LS  to that skill and press the A button . You can learn any skill which is adjacent to a skill you already know in the cross skill layout, provided you have enough experience points.

Some skills improve and build on other skills. For example the Improved Power Attack skill increases the damage of the Power Attack skill. Such skills cannot be learned if you don't have the base skill.

All heroes have their own pool of experience points. You can switch between heroes in the skill layout by pressing the Y button .

Attack Icons and Defensive Stance

Enemies display a special icon above their head before they start their attack. Sometimes opponents will make extremely powerful attacks which are indicated by a dif-

ferent attack icon. It's best you block, dodge or counter such attacks if you want to avoid taking high damage.

Some opponents can enter a defensive stance which is indicated by a shield icon above their heads. While an opponent is in a defensive stance he will block all of your basic attacks. Knocking down a defensive opponent will break his stance.

Example Skills

Critical Strike

This skill allows you to deal higher damage with your combo attacks if you time your attack perfectly. To do this push the attack button just as the previous attack hits. When you execute a critical hit successfully the trail of your hero's weapons will become red.

Perfect Block

Blocking an attack by pressing the block button  just before your opponent hits, will perform a perfect block. When you execute a perfect block your hero will gain a significant amount of zeal.

Counter Attack

As alternative to perfect block you can perform a counter attack by pressing the Y button  just before your opponent hits. Counter attacks will protect you from the enemy attack and instead deal damage to that opponent.

Charge (Celian)

Celian charges forward, pushing back enemies in his path. The charge ends with a powerful attack.

Throw Dagger (Marie)

Marie throws a dagger at an opponent up to several meters away from her. Keep in mind that the dagger has limited range.

Frenzy (Roland)

Roland enters a frenzy state in which his attacks deal increased damage for several seconds.

Stealth

The heroes can avoid some enemy groups and patrols by moving quietly around them. When not in combat you can hold down the LT  to move quietly. In this mode you can even sneak behind an enemy and execute a silent kill by pressing the X button . While in stealth mode you can see the “sight” of enemies on the radar. If an enemy sees you he will alarm nearby opponents and attack you.

Hiding Places

Some spots provide perfect cover from the enemy's gaze. The heroes can use these spots to avoid patrols and enemy snipers.

Gongs

Opponents can raise an alarm and alert distant enemy groups by sounding a stationary gong. Stop enemy soldiers before they reach a gong or you'll be in trouble.

Distractions Distractions

When you see a pile of small pots remember that you can use them to distract enemy soldiers by interacting with the pile to throw a pot in a given direction. Enemies will turn to face or move to investigate the source of the noise.



Look Around, Tracking & Traps

The look around action allows your hero to spot important objects, traps and tracks. Pressing the RB  outside of combat will trigger the look around mode and highlight important objects near you. You can also hold the RB  to walk carefully and gradually reveal hidden objects along your path. Using the look around action will allow you to discover tracks which can be followed to your objective or to hidden chests. You can also spot bear traps or pressure plates which trigger deadly mechanisms. Many secrets can be discovered with the use of the look around action.

Chests & Boons

There are many chests hidden through the game which unlock outfit pieces and grant power-ups. These power-ups may provide effects such as fully replenish health, experience points or fully replenish zeal. Boons are special power-ups which provide strong effects until the end of the level. For example the Brutal Charge Boon gives Celian an overpowered version of the Charge skill for the remainder of the chapter.

In-Game Menus

Main Menu

By pressing the Start button  during gameplay you will open the in-game Main Menu. Here you can view the game's controls or decide to restart from your last checkpoint. Using  and  you can navigate to the Chronicles screen and the Options screen respectively.

Chronicles

The parts of the Templar Chronicles you can collect during your journey will be displayed on this screen. Pressing the A button  will play a narration of the chronicle text, while pressing the A button  again will stop it.

Options

The game's options can be set from this screen.

Journal

Pressing the Back button  will open the Journal screen. The current chapter's

main and bonus objectives will be displayed here. Using  and  you can navigate to the Skills screen and the Outfits screen respectively.

Skills

Here you can use the experience you have gained during the game to learn new skills. You can switch between the two characters using the Y button  and learn the selected skill with the A button . In order to learn a skill you must first unlock it by learning a skill adjacent to its position and have enough experience to purchase it.

Outfits

During your journey you will find hidden parts of weapons and costumes which can be assembled and equipped in the Outfits screen. In order to be able to equip a weapon or a costume you should first assemble all its parts listed in the Prerequisites list. Only one weapon and one costume can be equipped at a time. You can change between the two characters with the Y button .

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