

WELCOME TO GRANARIA

Tourist Guide for new Visitors



About

AIRHEART is a dieselpunk action game about a young woman, who flies her airplane and catches skyfish among beautiful sky islands. Amelias biggest dream is to reach the stratosphere and to bring down the legendary Skywhale, which promises riches and fame for a lifetime.

In the world she lives in, fishing isn't a hobby - it's a risky and competitive job. Amelia needs to venture deep into deadly territory, avoiding sky pirates and automated security drones.

Dive in the beautiful but dangerous world of flying islands, reach higher and higher, buy new airplane parts and weapons you need. Could you be the one to bring down the Skywhale?

Big Thank You!

Thanks for playing Airheart!

If you encounter any problems, or something isn't clear in this manual, don't hesitate to contact us: distribution@blindflugstudios.com

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Amelias Worskhop

Amelia has a small, not too well running shop for fishing goods in Granaria's underside. Its name is Hook Heaven, but lets be honest, she appears to be her best customer.



From here you can enter **the Hangar** to get your plane ready for your flight, use **the Shop** to buy new parts or use **the Workbench** to craft new items from parts you found in the sky layers

For now, lets concentrate on your first game run, by going to the Hangar.

The Hangar

Hangar is the place, where the adventure begins. Here you **outfit your plane** with the parts you found and crafted. You start your game with the parts of the Pinty Canary, Amelia's trusty old airplane



Choose the parts you want to outfit to your airplane. There are four categories:

- **Body Chassis:** *The body of your plane dictates its hit points, weight and its unique passive ability.*
- **Engine Block:** *The engine give the plane its top speed as well as an unique special ability.*
- **Wings Form:** *The wings give the plane its maneuverability and some models allow you to use secondary weapon in battles*
- **1st Weapon:** *The primary gun mounted on the turret of your airplane. Choose it wisely.*
- **2nd Weapon:** *Available with some wings models. You can switch between two weapons using dedicated button*

Once you are happy with your selection, press **Launch** to start your current run

Tip:

The Pinty Canary is a very special plane! It was so cheaply mass produced, that it was first airplane Amelia ever was able to afford. So while it doesn't have any active or passive abilities, Amelia knows the odds and ends of it so well, that you can never lose it! Not even by crashing!

Active Abilities

Active Abilities are received through the engine of the game. They have a duration, a cooldown and need to be activated with the ability button. The starter has no ability.

- ***Overdrive:*** For a few seconds your shots do 200% damage but you can't fire for 3s after using it (3s cooldown)
- ***Boost:*** A sudden burst of speed (2s cooldown).
- ***Standoff:*** You are standing still and have double the armor (toggle, 0s cooldown)
- ***Reflect:*** A small shield reflects all bullets for 2s (5s cooldown)
- ***Rage:*** You do 50% more damage but take 50% more damage as well
- ***Slowdown Gas:*** Slows down everyone trying to fly through the gas

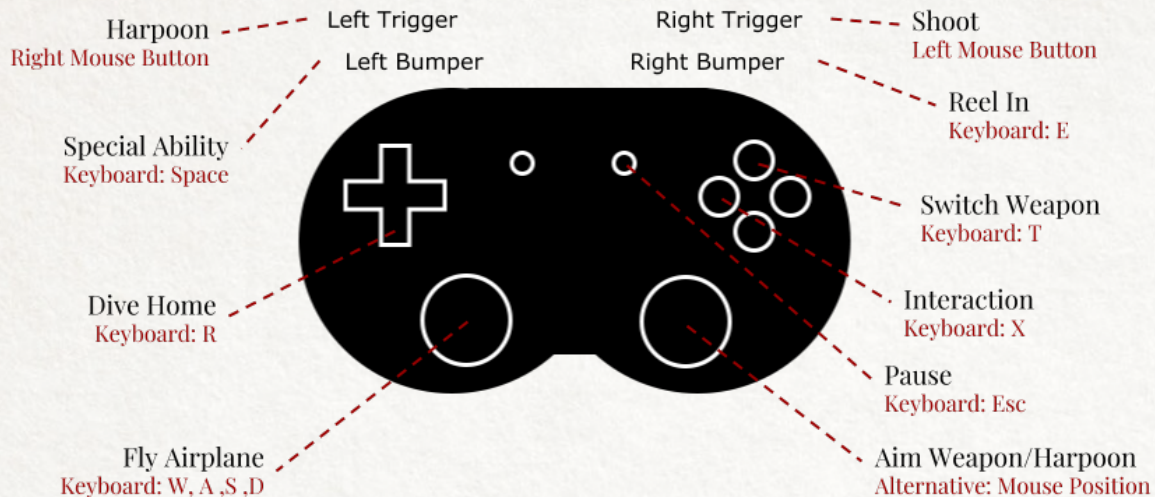
Passive Abilities:

Passive abilities are received through the chassis of the airplane. These are always active or situational and don't need to be activated by the player.

- ***Enemy Radar:*** You see enemies outside of your screen with arrows
- ***Ram Shield:*** You take no damage from bumps of any kind
- ***Laser Sight:*** You have a laser pointer showing where you'll shoot
- ***Pickup Attractor:*** Attracts pickups - they fly to you if you are close enough
- ***Summon:*** 50% more enemies spawned in the layer
- ***Fish Radar:*** You see fish outside of your camera with arrows and whales across the level

Controls - Roaming the Skies

You control your airplane with a gamepad or with a mouse and keyboard. Since it's a twin-stick shooter, **gamepad is strongly recommended**.



As you are flying, you use the mouse or right stick to aim your weapon.

There are two options for airplane steering and you can choose one in Menu > Options > Gameplay Options:

Absolute: where right = right side of the **screen**, up = top of the **screen** and so on

Relative: where right = right side of the **plane**, up = front of the **plane** and so on

If your wings let you take two weapons on a run, you can switch between them using switch weapon button.

Special abilities are used with the ability button. This could be a damage increase or a boost. Most of them have a cooldown after use.

Your most important option is probably the save dive. You can only monetise your cargo - sell the oil and scrap, craft from what you collected - if you made it safely back to Granaria by diving.

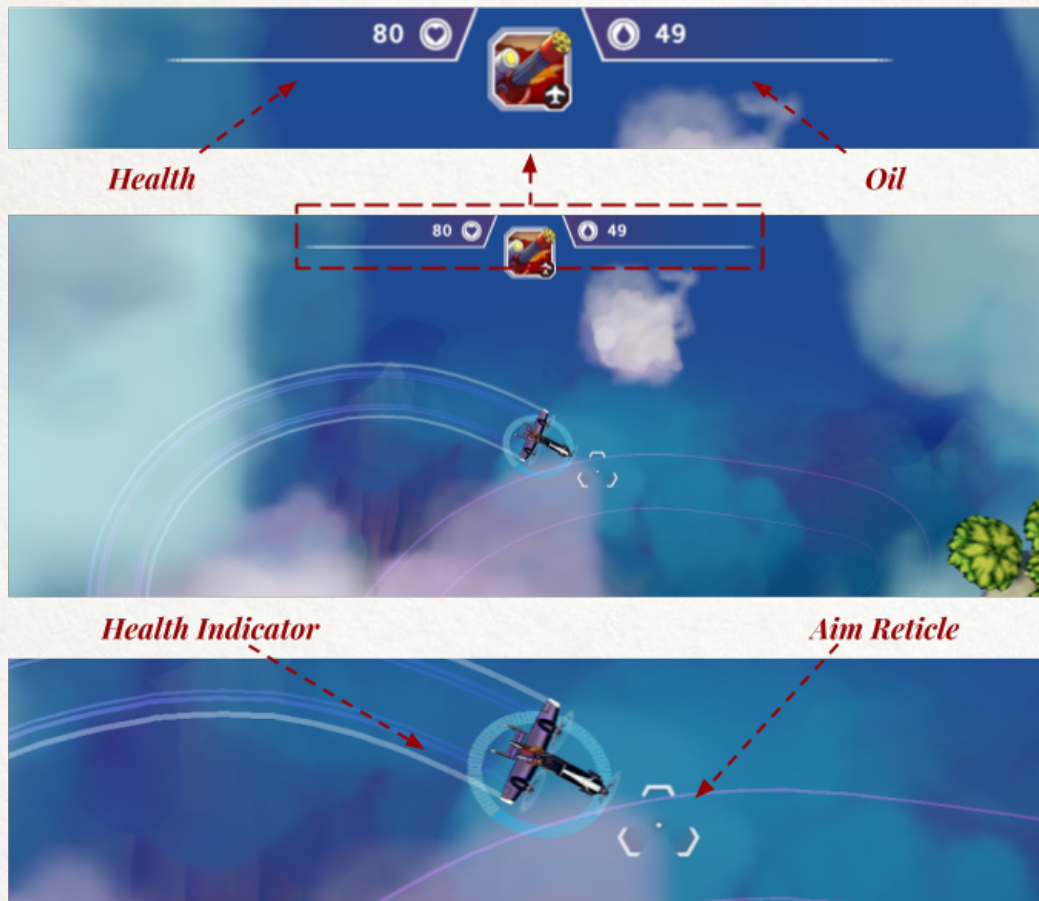
Remember - when you have zero health and do an emergency landing, you always lose all your loot from the current run!

You can reel in the harpoon to some minimum length, which makes collecting whatever you catch easier.

If you are not happy with the key binding, you can always change it in Menu > Options > Key Binding!

HUD - The Flying Head Up Display

When you are flying in the sky layers, this is the view that you'll see:



On the top of the screen, two indicators show you:

Health: *how much health your airplane has left*

- Different plane models have different health.
- The circle around your airplane indicates the percentage of your health at the moment.

Oil: *how much is worth the oil you collected in this run*

- Different fish have different worth. Go through to collect them.
- Killing fish doesn't give any oil!
- You can also collect oil barrels dropped by defeated enemies.

You can also see the weapon you are using right now between those two indicators. There is one aim reticle for both weapon and the harpoon.

Pickups - What you can get in the run

Defeated enemies (planes, turrets, war machines) can drop some pickups. There are three types of them:

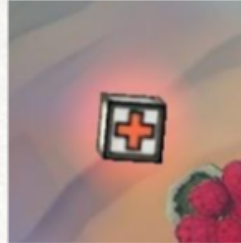
Oil Barrels



Scrap



Health Pack



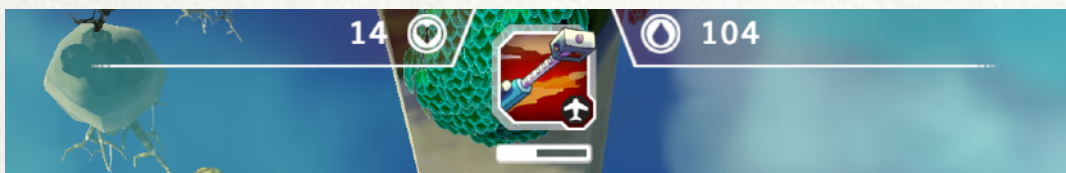
- **Oil Barrels:** Oil Barrels are worth **10 Oil**. If you get home safely, you automatically turn on the oil to the airplane fuel factory for **money**.
- **Health Packs:** Health Packs can **repair** your airplane on the fly during your run. They are worth **5 health** and quite rare
- **Scrap Parts:** Sometimes shot down airplanes leave scrap parts behind. You can collect them and get them home to build new **airplane parts** in the **Workbench**

Tip:

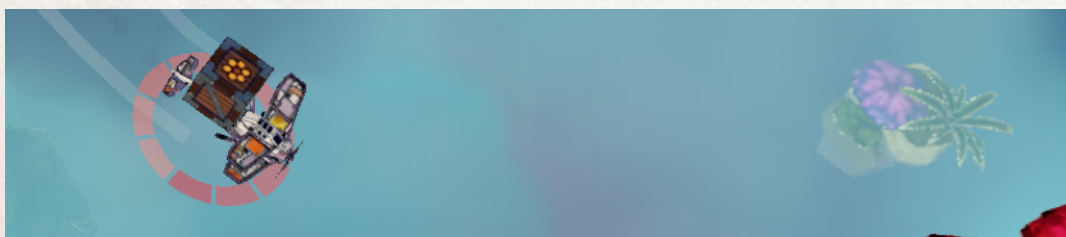
Scrap Parts come in different types. Make sure you are aware if you ever find a rare part, because you might want to get it home safe. It could take several runs before you get it again!

Weapon Chest

The special kind of pickup is Weapon Chest, that gives you some weapon for 30 seconds. The timer is shown under the weapon icon.



It's a good opportunity to try some weapons before crafting or buying them. You can get the Weapon Chest defeating a pirate plane carrying it.



Portals - On to higher grounds

In each sky layer you can find a portal, which will take you one layer up. When you are close to the portal, an arrow indicates direction you should follow to reach it. So keep an eye out for that arrow.

Portal Radar Indicator



Enemies nearby: Portal closed!



No Enemies: Portal open

Uplift Portals are automated, unmanned lifting platforms. However, they are closed, when an airplane without sky tax transmitter flies nearby! Should pirates be present at an Uplift Portal, the portal will close down and refuse its services.

As soon as there is no one close to it - the portal opens for you. How you will get the vicinity clear will be up to you. Either shoot down all hostiles, or lure them away.

Tip:

Be prepared, that there might be some enemies, that will not leave the vicinity of portals. While it is possible to rush through sky layers in most occasions, there will be some especially tough enemies, that you will have to fight!

Fishing - How to make money

Amelia is a fisherwoman and the reason she flies through all the sky layers is collecting fish and pursuing a dream of hunting legendary sky whale.

Different fish has a different oil value. Go through to collect them. To see how many did you collect in the current run, go to pause screen.



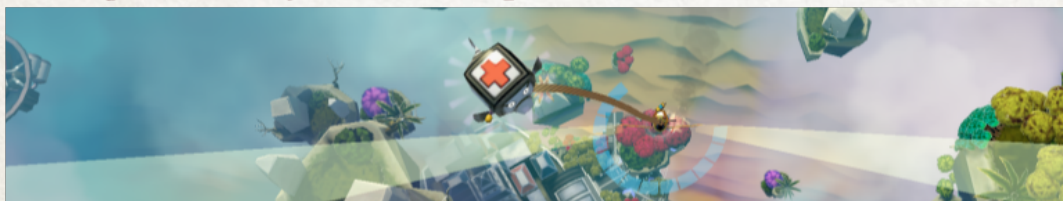
Current fish cargo in Pause screen



You can see here just the rarity of the fish you caught as a nice overview.

At the end of the run you'll also get a breakdown of the exact fish. Left to the list of caught fish, you can see your harpoon catch. It is, what you dive with, attached to your harpoon. It can be fish, airplane or stolen weapon - the last two are turned into some scrap after being brought to the base.

Diving with Cratefish on the harpoon



The total fish you brought home in your run



Fish oil is very valuable, but as all resources it isn't endless. The population of all fish is monitored for each layer. Be careful to not make the fish population of the layer too small to reproduce effectively.



Every time you enter the layer, the bar indicating the current fish population is shown. Fish regrow percentually in regards of the population that was left when you last left the layer.

Tip:

There is a star symbol next to the bar with some mysterious numbers. It indicates the number of level secrets, that you found!

When you catch too much of the valuable fish, secondary species appear. They are worthless and can slow you down.



Fish population grows 25% between your visits never exceeding the maximum value for the particular layer. It's calculated separately for primary and secondary species. If the population drops to 5%, the fish are not repopulating the layer anymore.

Tip:

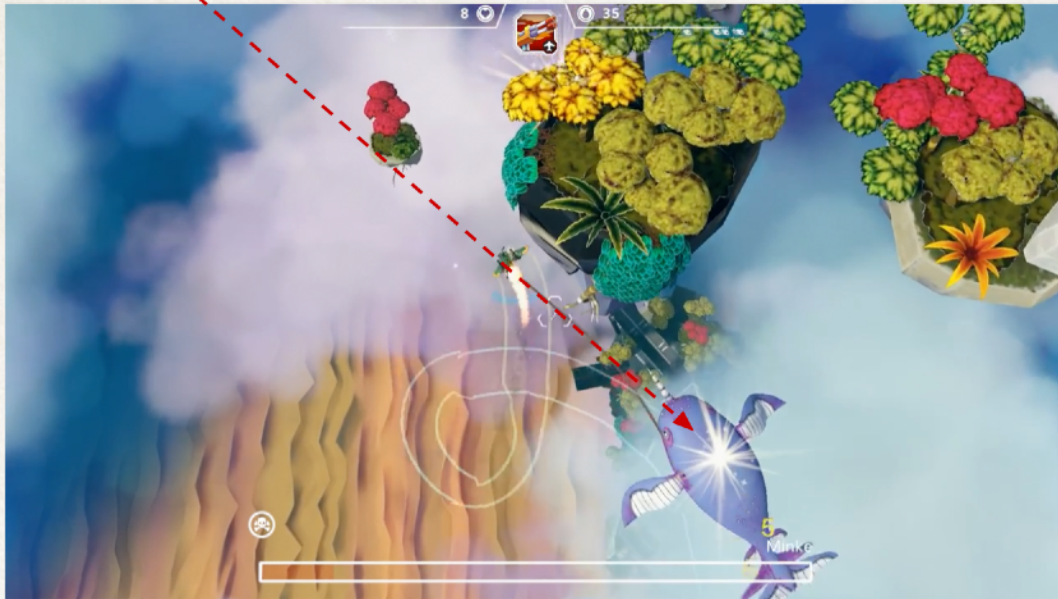
Since fish are a valuable resource, you should be especially careful once you unlock more dangerous weaponry. Fishes have very few hit points and a powerful weapon can quickly let rare species go extinct.

Big fish

Some fish are not catchable just by flying through them. Cratefish, which is master of mimicry and looks **almost** like a health box is an example of such fish. You can take one of them home with you, if you catch it with the harpoon. It's a smart thing to do if you are deciding to end your run - get something extra on your hook!

A very special and a very rare big catch is Minke - the small whale. You are not able to harpoon it, unless you weaken it first. When you see it starts to glow - that's the moment to catch it!

Glowing Minke

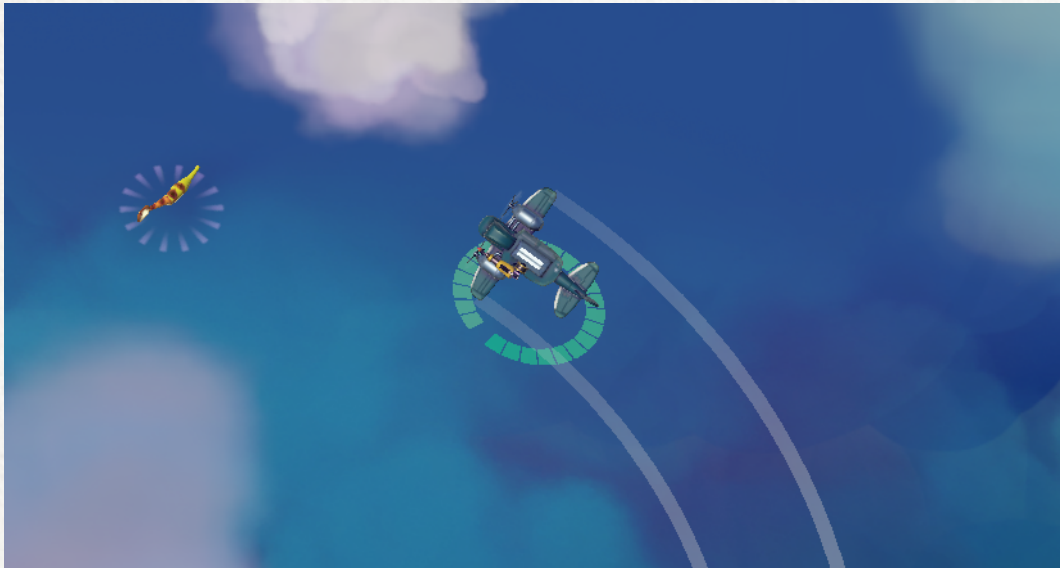


NPCs - who is who in the skies

Exploring the sky above Granaria, you will meet many other airplanes and machines. Most of them aren't friendly, but some of them are. To know their intentions - look at the health ring. Green is good, otherwise - keep your distance (unless you enjoy using shotgun). Attacking neutral NPCs alarms the police - especially at the beginning of your adventure that can be a huge challenge to deal with.

Fishers

They just want to hunt some fish. They are not strong enough to face pirates, they don't have any guns.



Oil Trader

Allows you to safely exchange your fish for money in the sky, so at least this part of your loot is secured in case of a crash dive.



Gunmetal Trader

Allows you to buy a temporary weapon during your run. You can use it until you get back to the base.



Fortune Hunters

Just like you, not only they catch flying fish, but will also open fire when attacked, so be careful around them.



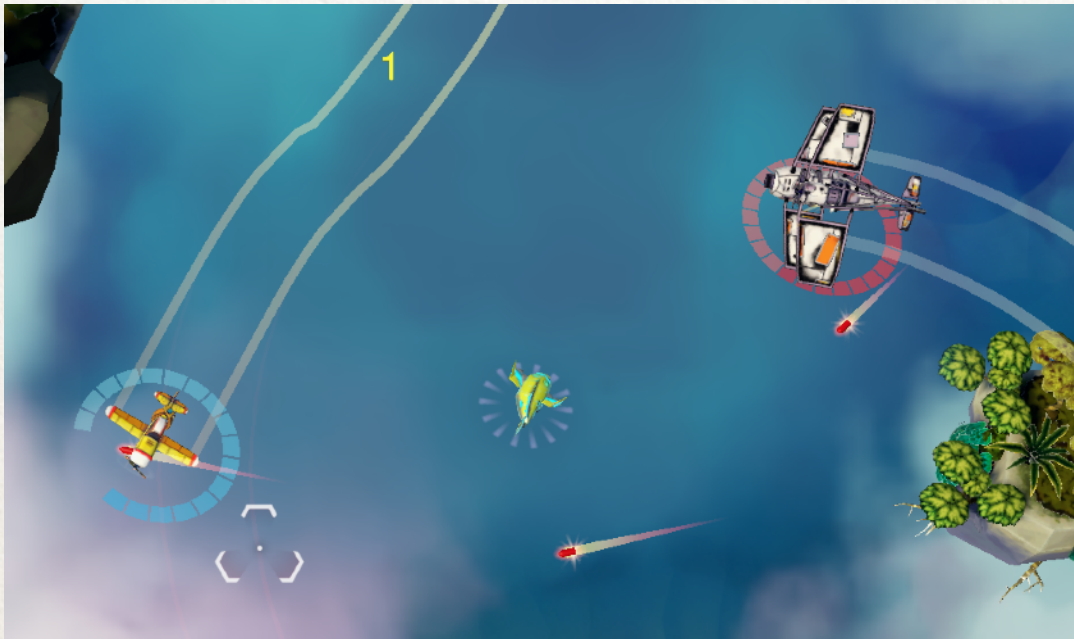
Police

They will follow those, who don't respect the rules and shoot innocent fishers or traders.



Pirates

The nightmare of fishers. They try to take over the skies and fear is their weapon of choice. There are many different types of pirates, including especially strong red and black aces.



Sky Security

Another fraction, that doesn't want intruders in the higher layers of the sky. It doesn't matter if those are pirates or ambitious pilots. These hi-tech unmanned vehicles are quite scary.



Downwards! - Ending the run

In Airheart, your goal isn't to fight to your death! You can always end your current run safely by pressing return button (default: arrow down on pad, R on keyboard). The autopilot guarantees that you are heading the landing space of the Island of Granaria. Just make sure you are avoiding all islands in between.



When your life goes down to zero, you are in big trouble as you enter the crash mode - your plane falls down, the controls go crazy.

Your task is to land on the landing space indicated by the circle on Granaria island. If you reach it - you are safe, but all your cargo is gone and any airplane parts and weapons you used for the run are gone!

If you fail to land on Granaria - you crash somewhere on the desert. This is the end of the game.

It is possible to go from save dive to crash dive, if you hit the islands on your way and lose your last health points.



The Workbench - Crafting and Selling Spoils

When you collect some parts from defeated enemies, it's time to do some crafting. When you go to Workbench, you can see this Ideas screen:



You start with one resources tab, called „basic scrap“ and after crafting some more advanced parts, you get new tabs, that you can switch to. When you choose a resource, you can add it to Crafting Bench.

Under Crafting Bench slots, you can see suggestions, which will help you to craft new things. Important facts about those suggestions:

- the game shows you only suggestions for parts, that can be crafted with your current resources
- the game will suggest you to craft some things again, if those parts are needed for something new to be crafted
- word „New“ in the suggestion means, that this part was never made before
- the colorful circles under suggestion show you, how many parts are needed and from which tabs are those parts (eg: to craft first suggested object on the picture above, you need one part from Metal Works tab, one from Basic Scrap tab and one from Pyrotechnics tab)

Tip:

It's easier to build new things if you follow the suggestions - if the game wants you to craft some part again, you can be sure it will be needed to build something awesome.

After putting 3 to 5 parts in Crafting Bench slots, you can try to craft something. It always costs you something (the cost is shown next to the slots), so be sure you got enough money to do it.

If you succeed, you get the new part immediately. From now on, you can find it in its tab and craft it with „craft again“ button - there is no need to put the parts again on the Crafting Bench one by one.

If you fail to make a new part, you lose the money, but not the parts. You can remove them from the Crafting Bench, replace some of them with others. To make a decision on

what to replace, take a look at the circles above the suggestions. They show you which slots you got right, and which ones you got wrong.



On the picture above you can see, that only the last part on your workbench was a wrong one for crafting the first object from suggestions list. By the way - you can see that this first object, as well as the second one, have different icons - they are octagonal, while the rest are squares. That's because they represent suggestions for plane parts or weapons, not for resources.

If you succeed to craft airplane part or weapon, you can see it in Inventions screen of Workbench.



Here you can see the parts and weapons, that you know how to craft. You can craft them again, if you have enough resources or you can sell them, if you don't need them.

Tip:

Amelia would never sell her canary airplane, so you can sell its part only when you have more than one.

The Shop - The things you'd like to have

Although Amelia generally can't afford it, her ventures into the dangerous heights of sky layers can be rewarded by purchasing brand new gear in the shop. Here you can buy weapons and parts for your airplane.



Use left stick or A/D on keyboard to switch between the panels in the shop. Each blade is dedicated to a seller in Granaria. It can be either a specific Airplane or a seller of weapon goods.

Buying brand new parts is generally more expensive than to craft them, but it can help you complete a set you really want. Note: some weapons are craftable only.

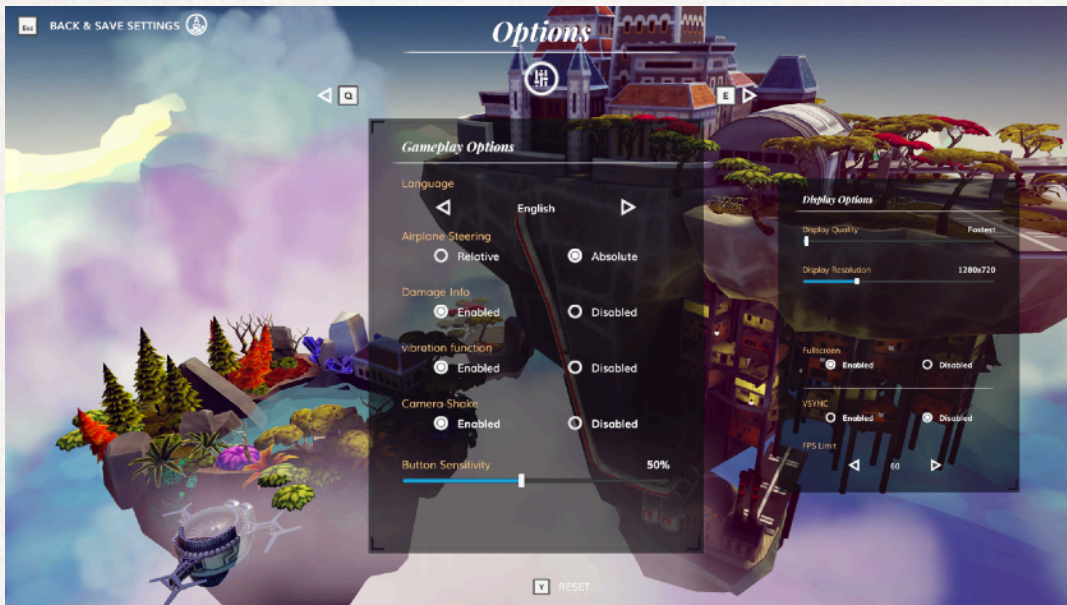
Red prices mean you don't have enough money to purchase that item yet.

Tip:

Remember: To sell things, you need to sell them at the workbench, the shop is only to order parts you'd like to buy, not to sell from your inventory.

Options

In Options Screen (you can find it in Main Menu) you can adjust gameplay, display and audio options. You can also set the key binding the way you like it.



Gameplay Options

- Language: Airheart supports:
 - **English**
 - **German**
 - **Italian**
 - **French**
 - **Portuguese**
 - **Spanish**
 - **Polish**
 - **Korean**
 - **Japanese**
- Airplane Steering: there are two options:
 - **Relative**: where right = right side of the **plane**, up = front of the **plane** and so on
 - **Absolute**: where right = right side of the **screen**, up = top of the **screen** and so on
- Damage Info: numbers of health points lost by player airplane or any other actor
- Vibration Function (gamepad only)
- Camera Shake
- Button Sensitivity

Display Options

- Display Quality: There are five settings of display quality:
 - **Fastest:** *No Shadows, Quarter Resolution Textures, No Anti Aliasing, No Anisotropy*
 - **Fast:** *No Shadows, Half Resolution Textures, No Anti Aliasing. No Anisotropy*
 - **Simple:** *Hard shadows, No Anti Aliasing, Low Anisotropic textures*
 - **Good:** *Hard Shadows, No Anti Aliasing, Low Anisotropic textures, 2 Pixel Lights*
 - **Beautiful:** *Best Shadows, 2x Anti Aliasing, High Anisotropic textures, 3 Pixel Lights*
 - **Fantastic:** *Best Shadows, 8x Anti Aliasing, High Anisotropic textures, 4 Pixel Lights*
- Display Resolution: Set your desired Resolution here. Be sure to hit Apply and confirm the resolution on the popup.
- Fullscreen
- VSYNC
- FPS limit

Audio Options

- Master Volume: The global volume for all sounds
- Music Volume: The volume for the background music
- SFX Volume: The volume for all sound effects
- Audio Environment: You can choose from:
 - **Stereo**
 - **DS 5.1**
 - **DS 7.1**

Keyboard Mapping, Gamepad Mapping

Here you can change the default buttons used to play the game:

- Interaction: eg selling fish to oil trader
- Special ability: to activate special ability of an airplane
- Return home: to start safe dive to the base, before running out of health points
- Reel in: shorten harpoon rope (there is a minimal length that can not be shorten anymore)
- Switch weapon: if your airplane has wings, that allows more than one weapon on board
- Pause
- Shoot: gamepad only; if game is played with mouse and keyboard, this is always left mouse button

- Harpoon: gamepad only; if game is played with mouse and keyboard, this is always right mouse button

Cheat Code

Here you can activate a cheat codes... if you know some ;)

Debug Options

Only one option here - you can enable showing fps on screen.

