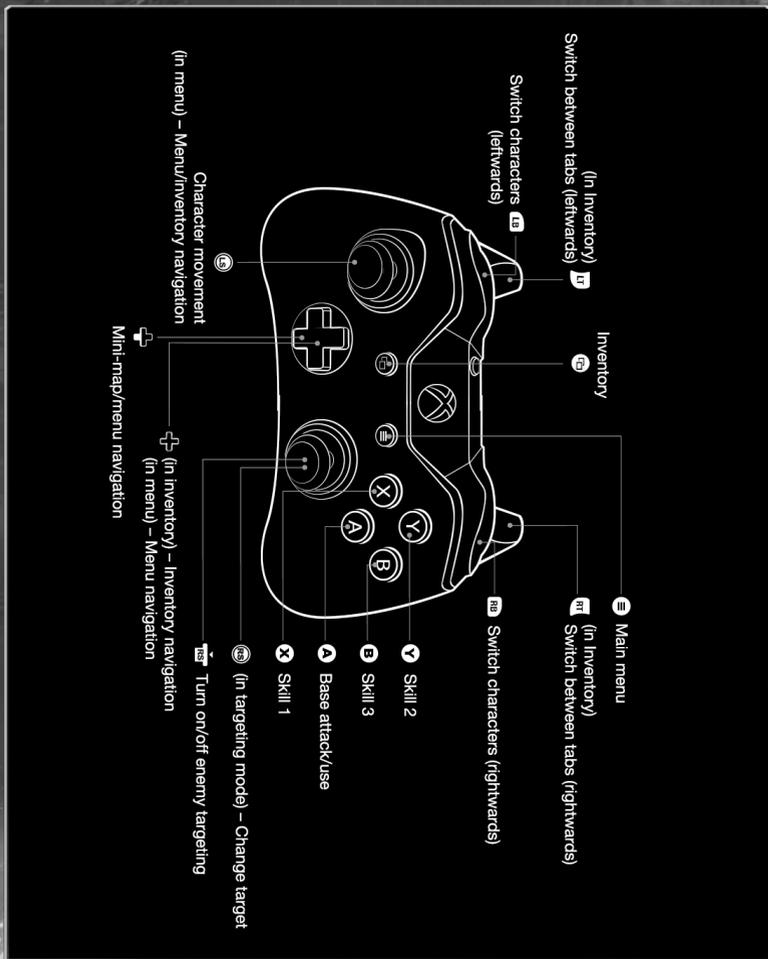


# SHADOWS

## AWAKENING



# 1. CONTROLS



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The keyboard layout can be found and customized in the **OPTIONS** menu of the game.

# 2. WELCOME TO THE SHADOWS!

In **SHADOWS: AWAKENING**, you are caught up in a conflict between powerful mages who seek to exploit the power vacuum created by the defeat of a succession of cruel empires. You will play a demon that can devour the souls of the dead – and embody them as Puppets. But are you truly the master of these fallen heroes – or are you merely the servant of darker forces?

## 2.1 BEGINNING THE JOURNEY

On the *New Game* screen, you can select:

- **Difficulty** – Normal is recommended for most players, but if you prefer a tougher game, select Hard. If Hard is not enough, you can choose Extreme difficulty. And if you are more interested in story than challenge, select Easy.
- **Old school mode (checkbox)** – When enabled, you will not be shown any destinations on your map. Recommended for players who prefer to puzzle through a game without assistance.

Click on *Start Game* once you have selected your preferred game configuration.

## 2.2 THE SHADOW REALM

Only the Devourer can enter the Shadow Realm and challenge the ghosts and spirit creatures that dwell there. Any Puppet can fight enemies in the Mortal Realm. You can switch worlds to avoid certain foes, or to find alternative paths. Additionally, puzzles you will encounter will often require the use of both the Mortal and Shadow Realms.

### NOTE:

Some powerful enemies, such as mages, elementals and other demons, exist in both the Shadow and the Mortal Realms. You will have to find the best way to challenge such foes all by yourself.

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## 2.3 PUPPETS AND SWITCHING WORLDS

Once you control the Devourer and have at least one captive soul, you can switch between worlds by changing to a Puppet to leave the Shadow and enter the Mortal Realm.

### 2.3.1 PUPPETS (MORTAL REALM)

Embodying a captive soul will cause you to enter the Mortal Realm. There are a total of 14 souls you can capture on your adventure. Each acquired soul can be materialized in the Mortal Realm, as long as it's part of your group. A group consists of up to three Puppets and the Devourer.

### 2.3.2 DEVOURER (SHADOW REALM)

Selecting the Devourer and returning to your demon form will always cause you to enter the Shadow Realm. Any enemies that exist only in the Mortal Realm will be shown as projections, but new enemies that exist only in the Shadow Realm may appear to fight you!

## 2.4 MEETING OTHER CHARACTERS AND NPCs

The world of the Heretic Kingdoms is filled with nefarious and questionable individuals, most of whom will be hard to trust. However, only by working with others will you be able to stay alive, gain power and unravel the conspiracy that threatens not only your existence but that of the Heretic Kingdoms.

### 2.4.1 CONVERSATIONS

When talking to the citizens of the Heretic Kingdoms, you will be offered choices in what to ask about, or how to react to a proposal.

#### NOTE:

You will not always get a second chance to pick a dialogue option, so be careful what you decide to say!

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## 2.5 SKILLS

Skills are vital to your survival in the Heretic Kingdoms. The Devourer and each Puppet all have unique skills which can be unlocked or improved.

## 2.6 SKILL POINTS

When you gain a new level, you also gain Skill Points, which you can use to unlock new skills or improve the level of an existing skill.

### 2.6.1 IMPROVING SKILLS

Each skill has three levels which can be unlocked by investing your Skill Points. Skill Points you don't spend will remain available until you decide to assign them.

## 2.7 TALENTS

After levelling up to a certain level, a Talent slot for a Puppet or the Devourer is unlocked. New Talents can be learned and activated as passive skills.

## 2.8 ATTRIBUTE POINTS

The Character Screen shows all important statistics for any selected Puppet or the Devourer, and is used for distributing Attribute Points.

Attribute Points are received by levelling up and can be assigned to the following characteristics:

- Strength
- Agility
- Endurance
- Willpower

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## 2.9 ITEMS

Each character favours certain types of equipment, weapons and armour, and cannot use items that are specific to other characters. You can see if your chosen character can use a selected item in its description.

Items appear with the following magical qualities:

- Common
- Enchanted
- Magical
- Artefact
- Legendary

## 2.10 ENDINGS

All adventures must come to an end – but which ending? There are multiple endings to *SHADOWS: AWAKENING*, and the choices you make throughout the story will determine your ultimate fate. You will not be able to see all the different endings simply by reloading from the start of the final chapter – so choose wisely!

## 2.11 GAME OVER

If the Devourer (or all Puppets) die, the game is over – so be sure to save often!

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## 3. TECHNICAL SUPPORT AND CUSTOMER SERVICE

If you have any questions or problems with one of our products, we offer you answers and solutions to the frequently asked questions at our forums: [FORUM.KALYPSOMEDIA.COM](http://FORUM.KALYPSOMEDIA.COM)

You may also reach our technical support team via email at [SUPPORT@KALYPSOMEDIA.COM](mailto:SUPPORT@KALYPSOMEDIA.COM) or phone:

TEL: +49 (0)6241 506 19 15 (Mo - Fr 10am GMT - 4pm GMT)

International rates may apply!

Before contacting us, please make sure you know the complete product name and can provide proof of purchase. Please be as precise as possible when describing technical errors and include error messages and any other helpful information if possible. Please understand that we are not able to answer questions regarding general gameplay and hints via email or phone.

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