INTRODUCTION

Trine is a physics-based jump'n'run game that features three characters in a quest to save the fantasy kingdom from evil. To break the spell of Trine, the three heroes must find clever solutions to challenges presented by hazardous puzzles and threatening enemies. The gameplay is based on fully interactive physics – each character's different abilities and tactics can be used to invent new ways to overcome obstacles and save the kingdom!

A word from the developers

Trine is Frozenbyte's third released game. It has been a departure for the team, who became known for the high-adrenaline shooter series Shadowgrounds. Trine is a totally different game but equally entertaining – or even better!

We are very proud of what we achieved with Trine. In our minds, Trine is a great platformer game for the modern era infused with action and puzzle elements, with a fairytale atmosphere. It would not have come to pass without the great team we have here at Frozenbyte, starting with the game's primus motor Jukka Kokkonen, who then became the Producer on the game as the full team began working on the game and pushed it to the next level. Please check the credits section to see the individuals who made Trine possible. The development process was full of all kinds of obstacles, but the team pulled together and overcame them one after another – much like the characters in Trine. The final result is here for everyone to see.

As Frozenbyte looks to the future, we look forward to continue bringing fun and unique game experiences to gamers all around the world. More than anything, we hope that you have fun playing Trine!

Sincerely,
Joel Kinnunen, Associate Producer
on behalf of the Trine development team at Frozenbyte

For the latest news and updates, please visit the website at http://www.trine-thegame.com/

(P.S. Watch out for something from outer space… something different…)

SYSTEM REQUIREMENTS

Minimum System Requirements:

Processor: 2.0 GHz CPU
Operating System: Windows XP / Windows Vista
System Memory: 512 MB (XP), 1 GB (Vista)
Hard-Disk Space: 1 GB
Sound Card: (not required)
Video Card: Radeon X800 or GeForce 6800 or better
Other: -

Recommended System:

Processor: Dual-Core CPU or better
Operating System: Windows XP / Windows Vista
System Memory: 2 GB
Hard-Disk Space: 1 GB
Sound Card: DirectX compatible soundcard
Video Card: Radeon HD 3800 series or GeForce 8800 series or better
Other: gamepad(s) for co-op play

* Does not work on Windows 2000
* Does not work on GeForce 4 MX or integrated graphics cards, e.g. many laptop chipsets

INSTALLING THE GAME

Disc-media version:

To install the game, please insert Trine to your DVD-ROM drive. The Trine launch program should launch automatically. If it does not, please use the Windows Explorer to access the DVD directory and double-click on Setup.exe. In the launch program, choose Install to install the game.

Installer program:

The installer will ask you to read and accept the End-User License Agreement and choose a directory where to install the game to. After this, the installation process will start and should take approximately 10 minutes, depending on your computer system.

DirectX 9, Windows Media Codecs and NVIDIA PhysX™ drivers should be installed if they are not already up to date on your computer. These are required to play Trine.

When the installation is finished, you will have the option to start the game.

For the disc-media version, please note that the Trine DVD may need to be in the DVD-ROM drive during play.

Trine Launcher

Trine should be started from the Trine Launcher. It allows you to change many technical options, including screen resolution, graphics detail settings and other important options. Some options are found in the Advanced sub menu that let you tweak individual settings in more detail.

MAIN MENU

Continue
Loads the level that you were playing the last time.

New Game
Starts a new game. You can select the difficulty level (easy, medium, hard).

Choose Level
Lets you choose from all the available levels. Levels include shards and secret items that can be collected.

Options
Allows you to change various gameplay options and settings, such as audio volumes and language, and customize controls. Please refer to the separate section about Options.

Credits
Lets you view the credits and see who made this game.

Quit
Returns to the operating system.

CHARACTERS

The Knight – Pontius the Brave

Name: Pontius
Gender: Male
Age: 40+
Occupation: Princess saviour
Character: Trustworthy
Likes: To eat good meat and drink beer
Hates: To be hungry

Pontius is a Knight - but only in his daydreams. He wants to join the King's army and what better way to do that than to battle against the undead and prove himself worthy of knighthood! The problem is that Pontius doesn't quite understand what "undead" means, and he's the only one left to face the enemy in the castle. Or so it seems...

Pontius is big as a bear and appreciates a good healthy does of meat every hour. He's a friendly, happy fellow, and thinks good of everything. Unless he's hungry, of course. Pontius is a bit slow - he's the one who never gets the joke, and doesn't quite understand how magic works. But that doesn't stop him! He wants to be a hero and save the kingdom!

Abilities:

Pontius has an impressive arsenal of melee weapons that make him quite confident. If you could see the Astral Academy library after his practice sessions, well, you would believe that Pontius can, if nothing else, cause great havoc. His strength also comes in handy when lifting heavy objects - or throwing them onto the enemies. Pontius also has a shield that he can use to block attacks. Pontius cannot swim in his armor though!

The Thief - Zoya

Name: Zoya
Gender: Female
Age: 20+
Occupation: Robbing the rich to give to "herself"
Character: Mysterious
Likes: To be rich
Hates: Not to be able to steal something

Zoya comes from a distant land. She has heard of an ancient object that has tremendous value. The undead army marching towards the castle has done half the job for her - the castle has been abandoned and there's no-one to keep the treasure safe. The time is right.

Zoya is an exceptional thief and has a soft spot for all things shiny, but not much else is known about her. She keeps things close to her chest and doesn't invite anyone to ask her any questions. She's never revealed secrets to anybody.

Abilities:

Zoya is an extraordinary archer. Her ranged attacks are great for hitting enemies at a longer distance. In close combat Zoya doesn't do as well, and it would be good to have Pontius protecting her. Zoya also carries a rope that she can attach to wooden surfaces. She can swing herself over ledges and climb upwards or descend with the rope.

The Wizard – Amadeus the Magnificent

Name: Amadeus
Gender: Male
Age: 35-45
Occupation: Be a star
Character: Quite full of himself
Likes: All the women who love him
Hates: All the women who don't love him

Amadeus is an older wizard still "studying" at the Astral Academy. By a series of accidents, he's been left behind in the castle. He can see the undead army approaching and he is keen not to die. He wants to escape and get as far away from the undead as possible.

Usually at Amadeus' age, wizards would have graduated and left, but Amadeus never quite passed the wizarding exam. He's never learned the fireball spell, for example, having

always been more interested in wooing the girls and goes to great lengths to pretend that he's a magnificent wizard. Usually it only leads to miserable failure.

Abilities:

Despite not having learned the fireball spell, Amadeus knows a few useful spells. He can summon various objects into the world and they act just like real objects would. Boxes and planks come easy to Amadeus. He can also levitate objects and with enough practice, he can cast new objects in larger quantities.

OPTIONS

In the Options menu, you can adjust various audio volumes, and set the gamma for the monitor. Most graphics options are found in the launcher utility and not in the game.

The default controls can be changed in the Customize Controls by choosing Custom configurations.

Customize Controls

Trine has been designed to be played with a keyboard and mouse combination or a gamepad. Gamepads are recommended for co-op play. Please refer to the co-op section of the manual for co-op instructions.

In the Customize Controls menu, you'll see a list of controls and you can click on each item to change it however you want. Simply click and then press the button that you wish that control to be.

You can reset the controls to default settings by clicking "Reset to defaults".

After updates, Trine also supports multiple keyboards and mice for co-op play. Please see the update documentation for more information.

PLAYING THE GAME

New Game begins with a tutorial level where you learn the basic moves for each character. In the tutorial you only play one character at a time but after the tutorial, all three characters can be used. You can switch between characters by pressing the change character button (or short keys 1, 2, 3).

Difficulty levels

Trine has four difficulty levels: Easy, Normal, Hard, Very Hard. The differences between the difficulty levels are mostly related to the damage you suffer from enemies' attacks. The harder difficulty levels may also have a bit more monsters to fight against. Very Hard is unlocked when you complete the game on any difficulty level.

Special note on the last level of the game: After updates, the difficulty level of the last level has been changed slightly. If you find the last level too hard, please note that you can change the difficulty in the Game Over menu. If you are getting frustrated, we recommend you switch to Easy difficulty – and practice! (Further updates may be forthcoming as well.)

User Interface

Screenshot of the ingame user interface

The characters are shown in the upper-left corner of the screen. If a character is dead, the image is dark. The currently chosen character has a bigger image, like the Knight here.

Beneath the characters' images are the health and energy bars. When the character takes damage from enemies or hazards, the health bar drops. When it drops to zero, the character dies. Dead characters can be resurrected at checkpoints. If all characters die, you will have the option to start again at the last checkpoint.

The energy bar shows the amount of energy available for the characters. The Wizard uses energy for all his spells, and some weapons such as the Storm Hammer for the Knight and the Fire Arrows for the Thief use energy as well. When the energy bar is depleted, you need to find more energy crystals before you can use energy again.

Weapons

The Thief and the Knight both have two weapons available during the course of the game. To select between these, use the mouse wheel or the next/previous weapon buttons.

Inventory menu

Screenshot of the Inventory menu

Each character has three skills with two upgrades each. In the beginning of the game, you only have one skill per character. New skills can be found as you progress in the levels. Killing monsters gains you experience, and when the experience reaches a new level, you can use skill points to buy new upgrades for the skills you have. Click on the skill you want to upgrade to gain new enhancements to the skill.

During the course of the game you may also find items that give special enhancements to the characters. You can move items from character to character by clicking on the item and then clicking on another spot.

Checkpoints

Checkpoints allow you to resurrect dead characters and they also restore health and energy. You can return to any previous checkpoint. If all of the characters die, you will have the option in the Game Over menu to "Continue from the last checkpoint".

Saving game

Trine saves progress automatically between levels. Once you have completed a level, the game is saved and you will be able to play that level again in the Choose level menu. There is no manual save in the game.

CO-OP GAME

Trine can be played on the same computer by up to three players. For other players to join, please make sure that their controllers are plugged in to the PC. Then start a game normally (either a new game or choose a level) and add the players in the pause menu (default access key is ESC). The players' controls can be customized in the Options menu.

For a gamepad to work in Trine, the operating system must recognize it first. To see if the gamepad is recognized, go to Control Panel -> Game Controllers or the equivalent in your operating system. If the gamepad shows up in the list, then it will work in Trine. If the gamepad is not recognized, please consult the operating system's help files.

Please note that players cannot join during the tutorial level.

To check for co-op related updates, it is strongly recommended to visit the website at http://www.trine-thegame.com/

Note: There is no online or LAN play in Trine.

SPECIAL NOTES

- In total there are 26 secret items hidden in the levels. Can you find them all?

- Screenshots can be taken by pressing the F11 button. They will be saved in .bmp format to \screenshots in the directory where Trine was installed to.

- To run the game in windowed mode, uncheck the checkbox in the Trine Launcher -> Advanced -> Fullscreen

- In a Co-Op game, players share health and energy crystals.

TROUBLESHOOTING

My game doesn't start!
Please make sure you have DirectX 9.0c or later installed. Also make sure you have the latest graphics card drivers and that you system meets the minimum system requirements. Please try various graphics options as well and screen resolutions (some monitors may not launch the game with resolutions that the monitor doesn't support).

The game runs really slow on my computer.
Try setting your graphics options to Low or Very Low settings, and turn off Antialiasing in the Advanced menu of the Launcher. Antialiasing uses a lot of processing power with Trine. On Very Low settings the game automatically uses half-resolution rendering for the ingame resolution, which means that the actual resolution is 512x384 instead of the 1024x768 shown in the Launcher. This improves performance greatly.

For more troubleshooting, please visit the official website or the Frozenbyte Community at http://frozenbyte.com/board .

CREDITS

TRINE
by Frozenbyte

For the final credits, please see them in the game, or at online credits websites such as Mobygames (http://www.mobygames.com).

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http://www.trine-thegame.com/

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