

The cover art features a large, close-up, brown-skinned face with a wide-eyed, intense expression on the left. On the right, a smaller figure of a woman with red hair, yellow eyes, and small horns is shown. In the background, a red, textured sphere resembling a full moon hangs over a dark, jagged landscape. A faint, larger figure of a woman with long hair is visible behind the red-skinned woman.

Citadelale

The Awakened Spirit

Game Manual

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Thank you for purchasing Citadale - The Awakened Spirit. This manual will help you understand how the game works and how to best approach it.

It is suggested that you read the following instructions before stalking the demons of the night.

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DARKNESS RETURNS TO THE LANDS...

The lands are at peace, after ARION DORLEAC, heir to the Shadow Blade and descendant of the legendary Dorleac family of vampire hunters, defeated the dark lord Rhogul and his right hand demon, the Incubus, in battle four years ago.

During these times of plenty, with numerous women being promised to him by their fathers, Arion instead found himself a feisty young woman to fall in love with - somebody he considers to be his equal and best friend alike, for a woman must not be property to begin with. Truly, his last battle with the Dark Lord has grown him more into a man than he thought possible. She is also his type, that helps, too.

Nomura, as she is called, is a great warrior in her own right and not somebody to toy with. Her strength and beauty is rivaled only by her wit and that is exactly why Arion fell for her.

As the two lovers, who found themselves after years of solitude prepare for their vows, their wedding is overshadowed by dark clouds as the Succubus, sister of the Incubus and mistress of Rhogul arrives from Citadale island, taunting Arion and forcing him to head to Citadale island and face her in battle, as she thirsts for revenge. Thus, Arion must pick up the Shadow Blade, the legendary weapon that once vanquished the evil Rhogul from these lands and head out into danger once more.

Little does he know that there is something much darker at play...

HOW TO PLAY

Move Arion with the gamepad or the keyboard. There are six basic control functions:

MOVE, JUMP, ATTACK, BLOCK, SLIDE and ITEM SWITCH.

On the gamepad both the D-Pad and the analog sticks are supported. The face buttons all have their own function.

The keyboard controls are either the ARROW keys or WASD keys. C, V, X, CTRL, ALT and SHIFT as well as the 0-3 keys on the numpad.

Smashing candles will release the item hidden inside. To collect the item, just walk into it.

You can carry two subweapons at the same time. Press the button to switch between them. Collecting a new subweapon will remove the old one, so be careful.

To use a subweapon, hold the designated UP button/key and ATTACK. Using subweapons consumes Soul Gems.

To slide, press the designated DOWN and JUMP buttons/keys at the same time. Note: This also let's you jump down certain platforms, so be careful with this.

At the start of a new game, Arion first arrives in a safe location outside the castle walls. Get familiar with the controls there.

THE WEAPONS OF CHOICE

Arion can find many items along his way. Some are used to power up Arion, others are secondary weapons you can use by pressing UP and ATTACK at the same time.

- Soul Gem.....Used as ammo. Comes in two sizes
- Food.....Restores some of Arion's health
- Coin.....Is used to unlock secret item rooms
- Holy Water.....Very effective against fire based enemies
- Throwing Star...Powerful weapon goes across the screen
- Axe.....Slow but powerfull, it attacks in an arc
- Crystal.....Expensive to use, bounces off walls
- Potion.....Heals some of Arion's health
- Card.....Unleashes the power of the second item



TIPS AND TRICKS

On your adventure, you might get stuck during a tricky fight or some other situation. Keep calm and don't overthink it, there is always a way out. Here are some tricks that might help you.

Hitting spikes or falling into a dark abyss will always lead to death. Be careful around those hazards.

Make sure to keep an eye on your subweapon slot. If you pick up a subweapon it will always go into the currently selected slot even if another item is already there.

Projectiles can be blocked with the shield. Sometimes it is better to block than to evade, especially in narrow passages.

There are poisonous enemies that bleed green blood. Keep away from them when you kill them to not take damage.

Citadale Island is huge and leads to various other locations via doors. You oughta find those doors and defeat the creatures within to face the Succubus and bring peace to the lands.

A friendly spirit will guide yu along your way and, if you can find her in the stages, sell you a special item for a small price.

The checkpoints you can activate do not save your game - only defeating a boss will save your game. But for a smal price they can bring you back without having to restart the entire stage afer you die.

ON AND AROUND CITADALE ISLAND

Citadale Island is home to many dangerous locations and deadly creatures. There are a total of four stages you have to find and complete in order to actually enter the castle.

The Misty Forest: Winding its way up the mountain, this forest has long since been a place for dark rituals and executions. An eerie mist covers the ground and many dead and undead creatures alike lurk between the haze-covered trees.

The Frozen Cave: Deep under the castle lies a system of vast caverns, overrun with cave-dwellers that thrive in the dark. Frozen lakes and pillars of ice lead anyone who dares enter here to a quick death. And should you survive, the spikey walls and poisonous enemies will most certainly kill you.

The Outer Wall: Surrounding the castle like an insurmountable barrier, this wall looks like it could crumble any second. A very quick death awaits those that take one wrong step and fall down into the dark abyss, where dangerous worm-like creatures live, ready to shoot up and devour you at any second.

The Prison Tower: This torture chamber is where everyone who was unlucky enough to not die at the hands of the many monsters on the island found themselves in. Suffering eternal pain and torture by the hands of the dungeon master, you will never die - for the magic of the tower keeps you alive and in torment forever.

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