The Void

Manual

⚠ **Important Health Warning about Playing Video Games**

Photosensitive Seizures (Seizures from Light Sensitivity)

In a very small percentage of people, certain visual images (like flashing lights or patterns that may appear in video games) can lead to photosensitive seizures. These can also occur in people without any medical history of signs of epilepsy, etc., but who may have an undiagnosed medical condition that can cause these "photosensitive epileptic seizures" while watching video games. These types of seizures may present with a variety of symptoms, including dizziness, altered vision, twitching of the eye or face, jerking or shaking of the arms and legs, disorientation, confusion or temporary loss of consciousness. Seizures involving loss of consciousness or convulsions can also lead to injury from falling down or striking nearby objects. If you experience any of these symptoms, stop playing the game immediately and consult a physician.

Parents should observe their children and ask them about the above symptoms. Children and teenagers are more likely than adults to experience these types of seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room and avoid playing when you are drowsy or fatigued. Consult a physician before playing if you or any of your family members have a history of seizures or epilepsy.

What is PEGI?

The Pan-European Game Information (PEGI) age rating system was established to help European parents make informed decisions on buying computer games. It does not tell anything about the difficulty level of a game. PEGI exists of two parts and provides guidance to consumers (particularly parents) to help them decide whether or not to buy a particular product. Part one defines the suitable age group:

Part two consists of symbols relating to the content of the game. In some cases a game might have more than one symbol. These descriptors shown on the back of packaging indicate the main reasons why a game has received a particular age rating.

More information can be found on our website: http://pegionline.eu

2

TABLE OF CONTENTS

1 SYSTEM REQUIREMENTS

Minimum requirements

OPERATING SYSTEM	Microsoft Windows ® XP
PROCESSOR	Intel Pentium ® 4 2GHz/ AMD Athlon 2000+ (Dual Core recommended)
RAM	512 MB (1 GB recommended)
GRAPHICS CARD	GeForce FX 5600 128Mb/ ATI Radeon 9600 128 MB (recommended: nVidia GeForce 7600 /ATI Radeon X800 256 MB)
SOUND CARD	DirectX 9.0c compatible
CD-ROM	8X DVD-Rom
FREE HARD DISK SPACE	6 GB

2 HISTORY

The Void

You die, and your soul descends into the Void. Your soul seems to continue living here if it can only find enough color in this dark world. Color, on which your soul feeds, and which it can use to explore this world. Soon it encounters beautiful Sisters – and their horrible Keepers.

The Void is often called the Sleeper. Right now it means the same thing, but this limit hasn't always been a Sleeper.

Before he ceased to live, it was awake and I gladly came here. He was an artist and a poet, a creator.

Back then, when the Sleeper created dozens of Sisters, I came here even more willingly.

But now he has fallen into slumber and Worms are crawling around his Chambers.

And his soul is descending deeper, right into the Nightmare...

That's how souls are lost -- people just fall asleep... Souls are heavy, after all. To hold a living soul inside, you need to think, and create Sisters..."

And you'll learn that there may be a way back out of the Void back to life… if you still want to go.

Terms

Camera Obscura – A projection in which you can see the Hero, the Sisters or the Keepers, and communicate with them, or fill the Hero's hearts with Lympha.

Lympha –Color that must be collected in the game and kept in the heart to keep the Hero alive. It then converts itself into Nerva. When there is no more Lympha in any of his hearts, the Hero dies as soon as he is located on the map. **(In the Hero's Camera Obscura, it is shown to the upper right in the palette)**

Nerva – It is produced by the conversion of Lympha in the Hero's hearts and is required to effectively paint the glyphs, to fight opponents or to revive trees. **(Pressing the Ctrl L button causes it to be displayed to the upper left in the palette)**

Cycle – A period of time in the game which affects the Hero. **(The cycle is shown on the upper edge of the screen in the map.)**

Glyphs – If the Hero paints a glyph with Nerva, an operation is activated, like the donor-glyph, for example. This can be used to transfer color over to the dead and half-dead creatures of the Void.

Turgor – Final state with 21 hearts in which the soul is filled to bursting with color.

3.1 Game options

The following options are available in the Main Menu:

New game – starts a new game
Load game – loads a previously saved game
Save game – saves the game in its current position (this option is only available on the map!)

Options – display and change the game options
Back – returns to the current position in the game
Credits – shows the names and faces of the game developers
Exit – returns to Microsoft® Windows®

3.2 Options

3.2.1 Visual options

Here you can change the visual representation of the game. You can turn on and off dynamic shadows, or make them appear lighter.

The gamma value can be changed with the scrollbar.

You must leave the game if you want to change resolution, filter and other advanced video options. Then open the configuration utility. You can find it under: *Start menu/Programs/ND Games/The Void(Tension)/ Game settings.*

You can restore the settings with **O** in the lower left corner. You can save the previous settings with **>** in the lower right corner.

3.2.2 Sound options

Here, you can adjust the volume and subtitle options. You can change the volume of the effects, the music and the voices with the scrollbar.

You can toggle the subtitles by clicking on the checkbox.

You can restore the settings with **O** in the lower left corner. You can save the previous settings with **>** in the lower right corner.

3.2.3 Control options

In the control options, you can view and rearrange the key layout and adjust the mouse control to suit your preference.

You can restore the settings with **O** in the lower left corner. You can save the previous settings with **>** in the lower right corner.

4.1 The Void

Here you see the percentage of every color which you have used in the Void up to now.

Moving the mouse pointer over a color shows what effect it has in the Void.

Every drop of color released into the Void affects it.
The higher the percentage of a color is, the stronger its impact.

4.2 Glyphs

Here you can get information on the currently available glyphs and their effects.

When the Hero acquires a new heart, it opens an area in his body that can be used to convert Lympha of a color into Nerva. Moreover you receive a glyph with which the Hero can perform a specific action. By using the three buttons in the lower right corner, you can watch a video demonstration of the glyph, listen to the description of the glyph once more, or exit the journal.

You can acquire the following 21 glyphs in the game:

Donor

This is a forbidden glyph, used to pass Color to dead and half-dead creatures. The Donor glyph increases the effect of the color you use, but its use will always be noticed by the Void's keepers — the Brothers. However, Donor has other advantages. If you use the Donor to drop Color to the ground as bait, Lympha is not decreased in its usual fashion, but preserved fully.

Haste

This glyph charges the air and ground around its creator with Color. For a short time, it increases the creator's speed of movement and the distance that can be jumped. The greater the amount of Color used on the glyph, the longer the effect lasts.

Owl

This glyph creates a flying golem by reviving dead roots. After coming to life, the golem immediately ascends in search of a living being. When it finds one, it rushes toward its prey and collides — scalding its victim with an explosion of Color. The more Color the golem is charged with, the farther it sees and the greater the damage it does on collision. However, if too much Color is used, the golem will be unable to absorb the surplus and simply explode.

Repulse

This glyph creates a small beacon by reviving dead roots. The beacon forces dense, solid objects to move away from itself, and the more Color you charge the beacon with the heavier the objects it can repulse and the longer the effect.

Magnet

This glyph creates a flying golem out of animated soil and rocks. The Magnet golem is able to attract heavy objects and hold onto them for a period of time. The more Color the golem is charged with, the heavier the object it can attract and the longer it can hold the object.

Tumbleweed

This glyph creates a land golem by reviving dead roots. Having come to life, the golem will roll forward in the direction it's pushed, searching for a living being. If the golem sees a living creature it accelerates toward it and targets it as an enemy of its master. On collision the golem explodes and dies, scalding the victim with Color. The more Color you charge the golem with the further it sees and the greater the damage it does when it collides. If too much Color is used the golem explodes, unable to absorb the surplus.

Ritual

The Ritual creates a small beacon from revived dead roots. After a beacon is charged with Color it searches for others like itself. If three beacons find each other they form a triangle and emit Color to each other as a greeting. When these Colors merge in the center they create a shockwave, devastating anything inside the triangle.

Hawk

This glyph creates an obedient golem out of sharp twigs. After coming to life the golem rises into the air and waits until its creator marks a target with Color, at which point it rushes to the target and pierces it. The more Color the Hawk is charged with, the farther it sees and the more damage it does on collision.

Shell

This glyph charges the air with Color and creates a protective shell around its creator. While the Shell is present the surrounding air becomes dense, making it impossible to draw other glyphs. Increasing the amount of Color used in the glyph lengthens the duration of the shield.

Sentinel

This glyph extracts a stone golem from deep underground. If the golem is then touched with Color, there is a short delay before it explodes, scalding everything around it with released Color. The more Color you charge the golem with the longer it will hold its form, and the more damage it will do when it explodes.

Sleeper

This glyph uses rock to create a sleeping golem that can be thrown in any direction. The more Color used to create the golem, the farther the golem can be thrown. Waking the thrown golem with Color turns it into a trap that will explode when touched. The more Color used to awaken the golem, the larger the explosion will be.

Bait

This glyph creates a static golem from the dead roots that will attract small creatures from the farthest corners of a reservation. The glyph requires a lot of Color, and the golem will not live long.

Vampire

This glyph is the opposite of Donor. It compels a Sister to give you the Color she's keeping in her last Heart. When the Color floods the Sister's Chambers she will lose strength, and may close the road through her Realm.

Hysteric

This glyph charges the air with Color and creates a ring around its creator. Everything surrounding the ring is then scalded with Color, while the creator remains protected. The more Color used in creating the glyph, the greater the damage will be and the larger the area affected.

Web

This glyph creates a flying parasitic golem. When the golem locates a living being, it attaches itself to the victim and begins feeding on it. If the victim is then devoured by another creature, the Web golem explodes inside the predator's stomach, doing massive internal damage. The more Color used in drawing the glyph, the greater the amount of damage done.

Torch

This glyph charges the air with Color, lighting the creator's path in the dark. The more Color that is used to draw the glyph, the farther the light will shine. A second use of the glyph disperses the illumination.

Extract

This glyph is used to extract Color from veins in the mines, provided the veins have already been revealed by the "Expose" glyph. When used, the Extract glyph animates pure rock and fires it in the shape of a harpoon. When the harpoon hits an exposed vein, Color begins to drain out toward the point the harpoon was fired from. These veins of Color, just like the trees in the gardens, produce Color gradually — often for several cycles.

Ordalia

With this glyph a Brother can mark a fellow Brother as a blasphemous traitor, challenging him to a duel. After drawing this glyph on a Brother suspected of heresy, the battle begin immediately and ends only when one of them dies.

Breakthrough

This glyph defines its creator's strength of will — and most can only use it once. When used, Breakthrough takes all Color from the Void and directs it into the creator. From then on Color turns away from the Void and the end is near. The next cycle brings no new drops of Color, and Nerva will no longer transform in the Hearts. If the person creating the Breakthrough glyph is sure they want to give all the Color of the Void to a chosen Sister and send her to the surface — thereby turning the Void into a frozen Canvas — they must completely fill the Sister with Color and reach a state of Turgor themselves.

Wasp

This glyph creates an annoying golem out of dust and dead roots. After creation, the Wasp golem follows its creator until it is chased away with a drop of Color. Annoyed at its rejection, the golem leaves its master and seeks out an enemy to harm. Upon colliding with a target, the Wasp golem explodes and dies, scalding the victim with released Color. The more Color the golem is charged with, the farther it sees and the greater the damage it does on collision.

Expose

This glyph is the first of two steps necessary to produce Color in the mines. When used, Expose shoots a charge into the rock, attempting to break through the crust and expose the vein of Color at that location. When the deposit has been revealed, a second glyph — Extract — can be used to pull the Color from the vein.

4.3 Characters and colors

There are four buttons on the left side: **Hero, Colors, Sisters** and **Keepers**.

Hero:
Here you'll find a picture of the Hero and his current task.

Colors:
Here is a description of the nature of every color and how each affects the Hero. The memories that the Hero has gathered about the color are saved here throughout the game.

Silver - Wastefulness
Purple - Anger
Amber - Metabolism
Azure - Speed
Violet - Inspiration
Emerald - Defense
Gold - Trust

Every color has a meaning. Their meaning affects the people in the void in the same way it affects the Hero.

Charakters:

Sisters:
Here you'll find the names and pictures of all the Sisters, along with a short description. They were born from the Void and divide it among themselves.

Each one has her own realm. Memorize well what they tell you because they know the Void. You can listen again to recordings of their monologues here. You can also read the speeches of each Sister by using the arrow up and arrow down buttons. In the lower right corner you'll find the button that repeats the monologue and the back button that closes the Journal.

Keepers:

Here you'll find the names and pictures of all Keepers, along with a short description. They ascended from the Nightmare and keep watch over the Sisters. You can listen again to recordings of their monologues here. You can also read the speeches of each Keeper by using the arrow up and arrow down buttons. In the lower right corner you'll find the button that repeats the monologue and the back button that closes the Journal.

Predators:

Predators are half-dead creatures in the Void that developed from inanimate matter which came into contact with color. If you use a lot of color in the Void, much color is also wasted from which predators can evolve. Predators are constantly looking for new color to quench their thirst. If you get close to them, they will attack you to get your color. When they suck out your last drop of color, you'll die!

You can move the Hero with **W, A, S, D** (forward, left, backward, right). Use the **spacebar** to jump, and hold down the shift key to move faster in the chambers of the Sisters. This will slow down the Hero in all of the follow-on chambers.

In order to see in a different direction, simply move the **mouse** in the desired direction.

In order to collect color or a heart, click on the **right mouse button**. This way you can collect drops of color, color from trees or get Lympha from small creatures. Mines have color veins from which you can also get color as long as you exposed them previously.

Shortcuts:

J	Journal
B	Camera Obscura
ESC	Menu
F8	Quick load
F5	Quick save
1,2,3,0	Changes the time in the Void
L Strg *(left control key on the keyboard)*	Activates the painting mode

5.1 Painting

Press **L Ctrl** to make the color palette appear in the upper left corner. Now you can select a color with which you want to paint. The number under your glyph tells you how much color you are using. The color that was used last will be used again the next time you paint.
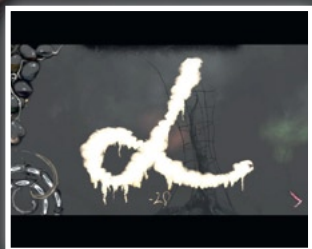
Attention! *When painting a glyph, it is important that the left mouse button is released before **L Ctrl,** otherwise the action will not be performed!*

5.2 Characters

When the Hero stands before a Sister, the interaction symbol appears. Now you can open your palette and touch the Sister with a drop of color. You will then find yourself in the Camera Obscura of the Sister.

Available glyphs are shown at the bottom of the screen and, like all other glyphs, can be painted with L Ctrl and the left mouse button. For example, paint the Donor glyph if you want to fill a Sister's heart. The sickle-shaped bar on the lower left shows you

how much color is in the heart of the Sister. Painting the Donor glyph increases the red bar.
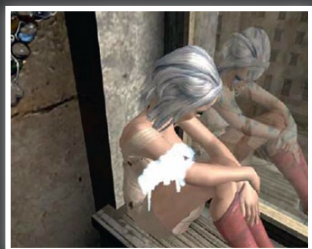
The more color you paint, the more effective the Donor glyph will be. When the sickle is full, the next heart opens. Press the **spacebar** to skip over the Sister's answers.

5.3 Planting the gardens

The fruit of the trees is valuable Lympha that you need to live. If you are standing in front of a tree and the interaction symbol appears, you have to touch it with a drop of color.

You find yourself in the tree's Camera Obscura. Now you can paint the Donor glyph with Nerva so that it blossoms. The sickle-shaped indicator to the lower left shows you how effective the glyph is.

Painting the Donor glyph increases the red bar. The more color you paint, the more effective the Donor glyph is. When the sickle is full the tree is entirely brought to life and yields the biggest harvest.

The tree carries color from the cycle after it blossomed. Then you can harvest the Lympha. But be aware: A tree only blossoms in the color you used to bring it to life.

5.4 Interactive objects

These icons appear when you face an interactive object:

 Stroke of a brush – The stroke of a brush displays interactive objects. Touch them with a drop of color and find out what you can do with them.

 Absorption – Objects like trees, small creatures, drops of color and color veins can contain Lympha, which you can absorb. The number next to the symbol shows how much Lympha they contain.

 Traps – These objects can be turned into a trap against Keepers. The first number next to the trap indicates how much color it already contains and the second how much has yet to be added to activate it (example: contains 24 Nerva / 75 Nerva still needed to activate).
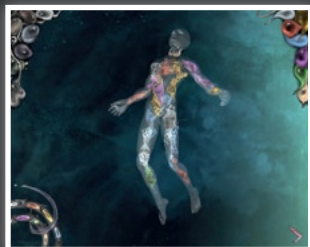
5.5 Exits

You leave the chamber and return to the map by either entering an area with water, jumping into an abyss or passing through an exit. An exit is a round distortion in the room.

5.6 Camera Obscura

The Hero's Camera Obscura

You can rotate the body by holding down the right mouse button and zoom in and out with the mouse wheel.

In the upper right corner of the screen you find the memory palette with Lympha you have collected. In order to fill a heart you have to pick a color. Do this by moving the mouse cursor over the particular color. Load the Lympha on your cursor by pressing the left mouse button, and then left click to deposit it into one of your hearts. When you have filled one heart with color, the new amount of Lympha of the corresponding heart is displayed.

The Hero can own up to 21 hearts which can all simultaneously change Lympha into Nerva. If you want to save Lympha, it suffices to keep only one heart filled in order to stay alive. As soon as one of your hearts is empty, it no longer converts Lympha into Nerva. So always make sure that there is Lympha in the hearts if you need a lot of Nerva.

Attention! *Don't forget that the respective amount in your heart declines when it is converted into Nerva. This might seem a bit hard at first, but you'll get the hang of it once you have given it a try.*

In the lower left corner of the screen you'll find the Hero's wheel that shows you his current state. The vials show the degree of effect of each color on the Hero. The Hero can reach a bonus of 100 percent for each color. The crescent-shaped indicator (purple) reflects the vital state of the Hero. It shows how much Lympha in total still works in his heart and therefore how much time for the Hero remains.

Sisters' Camera Obscura

Communication with the Sister only takes place in the Camera Obscura!
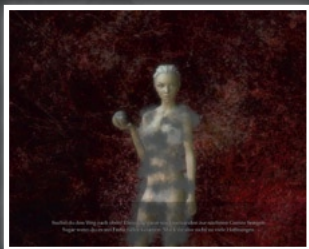

You can find her monologue again later on in the Journal. You'll see the two favorite colors of the Sister in the upper right corner. Only these two colors can build up trust towards the Hero. Three more colors are neutral and two others are deadly!

At the bottom of the screen are glyphs with which you can give the Sister color or ask her for color. The glyphs and the palettes appear as usual when you press **L Ctrl**. In the lower left corner you'll find the Sister's wheel. The vials on the larger wheel are her hearts. They reflect her level of trust and all four can be filled.

The crescent-shaped indicator displays the amount of color that must be given to the Sister in order to unlock her next heart. When this indicator is full and lights up, it means that a new heart will be unlocked.

Keepers' camera obscura
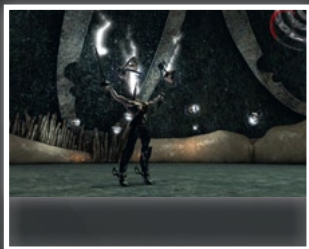
You'll find the Keeper's wheel in the upper right corner. A crescent-shaped indicator of the Keeper's life forces is built into it (red).

The vials in the wheel show colors that damage the Keeper. When a vial lights up, the color in the vial deals twice as much damage to the Keeper. In some cases, the Keeper can be temporarily invincible. The wheel will then appear gray.

6

BATTLE

The Void is a dangerous place where you will face much hostility. Predators strive for Lympha you collect and the Keepers follow their own agenda. If you get in their way they will not spare you.

If damage is dealt to the Hero, a number on the bottom of the screen will show you how severe the damage and therefore the loss of Lympha is. If all of the Lympha has been wrested from your heart, you die.

You fight by using your attack- and defense-glyphs or drawing Nerva directly on opponents. Skill and tactics will lead you to victory.

If you conquer a mighty opponent, his Lympha passes to the Hero. If your memory palette is full, surplus Lympha will fall on the ground and evaporate after a while.

7

MAP

When you leave a chamber you will find yourself in the Void. Zoom in and out of the map with the mouse wheel. You can move the map by holding down the right mouse button. You can move the Hero on the map by painting the way with color.

Time goes by in the Void. So pay attention to the time so that vital Lympha isn't unnecessarily wasted.

Hero Symbol

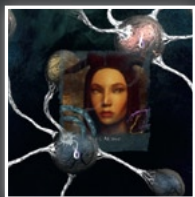**Sister Symbol**

Keepers Symbol

If you move the mouse cursor over a chamber, a Sister or a Keeper, tool tips containing useful information will appear:

7.1 Chamber

Name and type of the chamber, information about available Lympha deposits (amount and which color)


7.2 Sister

Name and portrait of the Sister. In the lower right corner are the colors that the Sister likes.

In the lower left corner you'll see the amount of trust the Sister has towards the Hero. Trust depends on how much Nerva the Hero has given her. The red vials are filled hearts. Four hearts can be unlocked.

7.3 Keeper

Name and portrait of the Keeper. His amount of Lympha is displayed on the right along with how much color you'll receive when you defeat the Keeper in battle. The red bar shows his vital state. It increases when the Keeper collects more Lympha.
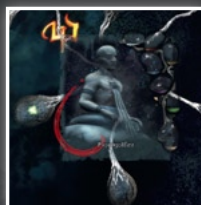
7.4 Vital State

The button in the lower right corner opens the Hero's Camera Obscura.

The amount of color on the button displays how much Lympha is left in the heart which contains the most Lympha. The crescent-shaped bar (purple) reflects the vital state of the Hero. It shows how much Lympha the Hero has in all of the hearts. Should you hear the heartbeat in the map view, only very little Lympha is remaining in his hearts. If the bar reaches zero, you die!
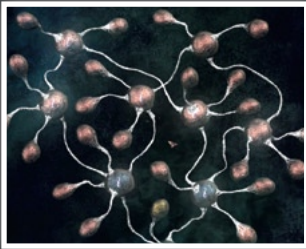
In the bottom left edge of the screen you'll find the Wheel of Time. The movement of the wheel shows the cycle's flow of time. The blue indicator allows you to make the time and a cycle pass more quickly.

Attention! *Time stands still when the Hero is in a chamber. However, as soon as you enter the Void, time will continue to elapse. Be sure that you have enough color in your hearts before you enter the Void.*

Sickle-shaped indicator of the vital stats

Wheel of Time (turns faster or slower depending on the flow of time)

Indicator for adjusting the flow of time

8 POSSIBLE TECHNICAL PROBLEMS

In order for the game to function correctly, installation of the most current driver for your graphics card, mother board and sound card is recommended. You'll find the most current driver available for download on the corresponding manufacturers' websites:

http://www.nvidea.com　　　**http://www.intel.com**
http://www.ati.com　　　　　**http://www.via.com.tw**
http://www.powervr.com　　　**http://www.sis.com**
http://www.creative.com

9 CUSTOMER SUPPORT

Please contact **support@nd.ru** for further customer support.

10
CREDITS

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Developed by ice-Pick Lodge:

Gauhar Aldiyarova
Natalya Gorbunova
Nikolay Dybowskiy
Vladimir Ivanov
Alexander Jukov
Airat Zakirov
Vasiliy Kashnikov
Aleksey Luchin
Ilya Makarov
Peter Potapov
Igor Pokrovskiy

Also:
(In alphabetical order)

Evgeniya Dashina
Andriesh Gandrabur
Vyacheslav Goncharenko
Sergey Kruppa
Ivan Solyaev
Natalya Valyukevich

Western Europe, Australia and South Africa release:
Managing Directors

Wolfgang Duhr

Oliver Neupert

Product Management
Stephan Barnickel
Lukasz Szczepanczyk

Second release produced by:

Wolfgang Walk

English version by:

Aleksey <The LxR> Luchin
Sam <hydra9> Jeffreys
Luchian Deurell

Editing:

Mark Barrett

English version by:

Wolfgang Walk

Voices:

Clayton Nemrow: *Patriarch, Mantid*
Darren Smith: *Triumphator, Whaler*
Erik Hansen: *Poems*
Jeff Burrell: *Caterpillar, Driller, Tyrant*
Laura Cameron: *Nameless Sister*
Manon Kahle: *Ava, Ima, Aya*
Marianne Graffam: *Uta, Yani*
Marty Sanders: *Ire, Echo, Una*
Megan Gay: *Ole, Eli*
Neil Wach: *Ironclad, Warden, Montgolfiere*
Shaun Lawton: *Color*

Director: Erik Hansen

Poems by:

William Blake
Maksimillian Voloshin
Luis de Camoens
Chekhov Anton Pavlovich

Quality Assurance:

Keyfactor Entertainment GmbH

Quality Assurance Project Manager:

Alwin Mangundirjo

Quality Assurance Manager:
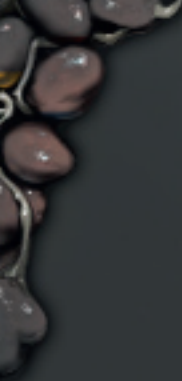
Stephan Beier

Quality Assurance Leads:

Dorina Küster
Patrick Urankar

Functionality Testers:

Marco Barrera
Johannes De Frênes

Franz Heinrich
Marcel Knon
Marina Gerstner
Bastian Kohsow
Lisa Kretschmer
Florian Loth
Kris Niewöhner
Le-Thanh Truong
Florian Turbanisch

Localization Testers:

Johannes De Frênes
Marcel Knon
Boris Chelius

Manual Design:

Keyfactor Entertainment GmbH

Manual Project Manager:

Alexander Köhler

German Manual Writing:

Lisa Kretschmer

Manual Layout:

Axel Rathgeber

Manual Editor:

Marcel Knon

English Manual Localization:

Meaning Makers

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Natalya Arsenova
Elena <Odri> Bahtina
Inna <Sol> Bukatina
Julia <Kaelte> Butenko
Elena <Lema> Volkova
Kora Gusarova
Vladimir Dybowskiy
Valentina Klishina
Aleksey <Lich> Knyazev
Yaroslav Kravtsev
Pavel <Zef> Krutov
Andrew <Pinky> Lukashenko

Georgiy <Hof> Markov
Fyodor Odinokin
Aleksander Ruzhentsev
Nuka Semeykina
Alexandra Sinchukova
Elena <Penguin> Hudenko
Eugene <Clon> Shipilov
Sam <hydra9> Jeffreys

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<Avimimus>
<FatherAzerun>
<Heteronymph>
<hydra9>
<Nautilus>
<Shadow Moses>
<Tsolaelia>
<Unknown Terror>

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