



Games
for Windows

the first TEMPLAR





Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these 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 do not play when you are drowsy or fatigued.

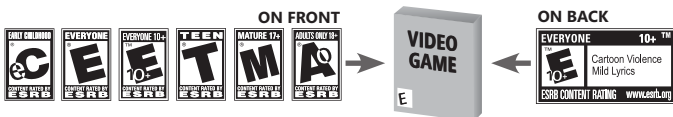
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

Family Settings

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to **www.gamesforwindows.com/isyourfamilyset**.

Introduction

The First Templar is a co-operative action-adventure game which puts you in the role of a noble Templar and his companions in their quest to find the Holy Grail. Set in the late 13th century, your journey will take you from the rural European countryside to the vast deserts of the Outermer. Uncover the mysteries behind the Templar Order, play a role in a grand conspiracy, and discover the secret of the Holy Grail. Face powerful opponents at every turn, in the face of the Saracen, King Philip IV of France and the Dominican Inquisition.

The Main Characters



Celian d'Arestide

Sir Celian d'Arestide is a noble knight, who unlike many of his brethren in these dark days, honestly believes in the ideals of chivalry. Celian's home is at the castle of Montsegur in Southern France, a place with a dark and tragic history where hundreds of people were burned alive by the emerging Inquisition.

Sir d'Arestide is not just an outstanding fighter, who is considered undefeated by any men in a duel, but also one of the few well educated knights of his age. He treasures loyalty above all else and has a strong, unfaltering sense of justice. The Grandmaster of the Templar Order is his life-long mentor and supporter, a man he respects more than anyone else. During his countless battles in the East, he fought alongside Roland, who became his best friend, regardless of their different characters.

Marie d'Ibelin

Marie d'Ibelin is a member of a prominent noble family from the crusader states. Her grandfather was Guy d'Ibelin marshal and constable of the kingdom of Cyprus. Her mother was a Saracen from a noble family. Marie is a child of two worlds – the West and the East, but she could never find her place in either of them. She was raised in the Holy Land according to the culture and customs of the East, she speaks the Saracen language, yet she is a Christian. Growing up in a land of constant conflict, she was taught how to fight and defend herself from an early age.



Roland

Roland is a senior member of the Knights Templar. An orphan, of low origins, he was raised by a cruel adoptive family. He sustained himself with petty crimes and mischief until the age of sixteen, when he tried to rob and kill a Knights Templar. During the time he spent in jail, Roland managed to impress high ranking members of the Order with his unmatched fight-

ing skills. Regardless of his unruly temper, he climbed the ladder faster than any other knight and earned a legendary status after numerous successful campaigns at the Holy Land. In Outremer his name is always whispered, never said aloud, for too many have witnessed Roland's rage and none of them survived to tell the tale. He really lives up to the proverb: attack is the best form of defense.

Cooperative Gameplay

Celian is never alone. During his journey he is accompanied either by Roland or by Marie. You can play as either of the two heroes and switch between them simply by pressing the Tab key. The First Templar features both single player and co-op modes. When playing solo, you can switch between the two characters, leaving the control of the second hero to the game's AI. At any moment a second player can join in and take control of the AI controlled hero.

Some puzzles require teamwork and must be solved by both heroes. When playing solo you can command your AI companion to follow you (default) or to stay in place by pressing the Down arrow key. While stationary you can also order your teammate with the Up arrow key to interact with any object near him or her, such as a lever, a chest or a healing item.

Teamwork plays a major role in combat as well. There are several skills which allow you to help your companion. Most importantly you can revive a fallen hero by moving next to him and pressing the Q key. You have limited time to help your fallen companion. If you fail to revive him/her in time you will lose the game. Keep in mind that the Revive action requires zeal (see Combat section for more information).

Getting Started

Installation

To install the game, insert The First Templar DVD-ROM in your DVD-ROM drive. If your computer has AutoPlay enabled it will automatically start the installation process. If it does not, double click on the My Computer icon and locate your DVD-ROM drive. Double-click on the DVD-ROM icon to start the installation, or open the DVD-ROM folder and double-click on the file called setup.exe.

Follow the on-screen instructions. You will be asked to decide where you want to install the game. After the installation is over, you may have to restart your computer for the changes on your system to be applied.

During the installation the game will search the computer for the latest version of DirectX. If this version of DirectX is not present, the game will automatically install it.

Game menus

Pressing any key on the Title Screen will take you to the game's Main Menu where you can start the game, join an online game, view your achievements or change the game's options.

Start Game

In order to initiate a new gaming session, you must select the Start Game option which will take you to the Saved Games screen. From there you must select the save slot you wish to use. You can delete an occupied save slot by pressing the Delete key while it is selected. Selecting an empty slot will start a new game, while selecting a full slot will give the option to Continue from the last reached checkpoint or start from the beginning of a chapter.

Chapter Select

You can continue your game from a previously visited chapter in the Chapter Select screen. Be careful when continuing the game in this way, as any progress obtained in the last chapter you have played will be lost.

Important: In order to complete the game on a given Difficulty setting you must complete all the chapters from start to finish on that difficulty setting or higher. Change the difficulty of the game at the start of a given chapter in order to be able to complete the whole chapter on that difficulty setting.

Online Game

This option will open the Online Games screen where you can join a game already in progress. The list can be populated either by a group of random games or games that your Facebook friends have initiated. You can attempt to join any of these games by selecting it in the list and pressing the "Join" button or double clicking on it. You can use the "Search again" button to refresh the list of games.

Connecting to Facebook

You can connect to Facebook by selecting the link to Facebook option from the Online Games screen. This will allow you to see which of your Facebook friends are playing the game online at the moment and join their games in progress

Achievements

This screen houses all of the achievements that you have obtained during your gameplay. Information about an achievement's name, status and description is provided. You can view achievements unlocked while playing the game's Downloadable Content by pressing the DLC button.

Options

Select the Options menu to change the following settings:

General Options

Online Mode	Sets which players can or cannot join your game in progress
Invert Look	Toggle invert on/off
Invert Rotation	Toggle rotation on/off
Vibration	Enable or disable controller vibration
Brightness	Adjust the brightness of the game
Subtitles	Turn the subtitles on/off
SFX Volume	Adjust the sfx volume
Music Volume	Adjust the music volume
Dialogue Volume	Adjust the dialogue volume

Video Options

Resolution	Changes the game's resolution. Make sure that your monitor supports the selected resolution
Refresh	Adjusts the game's refresh rate
Vsync	Toggle Vsync on or off
Detail	Adjust the game's general details setting
Texture	Select the quality of the textures used in the game
Anisotropy	Adjust the anisotropy setting

View Distance	Adjust the game's view distance
Shadows	Select the level of detail of shadows in the game
Grass	Adjust how the game handles grass objects
Water	Adjust the level of detail of water in the game
Postprocessing	Adjust the game's Postprocessing option

Controls Options

In this screen you can reassign the game's controls to your liking. Double clicking on an action's name and then pressing the desired new key will assign that key to the selected action. Pressing the Confirm button will save the changes you have made. An option to restore the controls to their defaults is also present.

Online multiplayer

Hosting a multiplayer game

To host a multiplayer game you must start playing a single player game with the Online Mode option set to "Only friends" or "Everyone" in the Options menu. This option determines who will be able to join your game during play. If you decide to resume the game in single player mode you can select the "Kick player" option from the Main Menu.

Joining a multiplayer game

You can join a game in progress from the Online Games screen. You can disengage from a cooperative game by choosing "Drop out" from the Main Menu.

Important! When joining another player's game you will be treated as a guest and will not be able to earn experience, learn skills or achieve game progress for your own profile.

Controls

General

W,A,S,D	Movement
Mouse Movement	Rotate camera
Hold Shift	Stealth movement
E	Use/Interact
Strg	Look around
Tab	Change character
T	Holster weapon/Drop torch
Arrow key Up	Command AI to Interact
Arrow key Down	Stay here/Follow me
Esc	Game Menu
Backspace	Open Journal
C	Open Skills screen
O	Open Outfits screen

Combat

Hold Space/Middle Mouse Button	Block
Double tap W,A,S,D	Evade
Alt	Counter attack (Requires skill)
Left Mouse Button, R	Basic attack
Right Mouse Button, F	Alternative attack
Q	Revive/ Coup de Grace
1	Cyclone strike (Requires skill)
2	Charge/Dash Attack (Requires skill)
3	Prayer (Requires skill)
4	Grab (Requires skill)

Screen Display

Health and Health Orbs

Your hero's health is represented by a red bar next to his icon. When you take damage your health will decrease. Health orbs are positioned above your hero's health bar. When your health bar reaches zero, it will be refilled provided you have a full health orb. If all of your health orbs are spend and your health bar reaches o your hero will fall down. Even though you are down your companion can revive you with the Revive skill. You can earn additional health orbs by learning the Toughness skill or from temporary power-ups.

Healing Items

You can restore lost health and health orbs when you are not fighting. Your last health bar will refill gradually. To regain health orbs you will have to find healing items such as food and water. Such items are marked with an orange dot on your radar and are highlighted by the Look Around action (see below). Additionally some hidden chests can provide you with the Full Health power-up.

Zeal

The heroes use zeal to perform special attacks and moves such as the Power Attack skill. The amount of zeal that your hero currently has can be seen below your hero's health bar. Zeal is gradually filled when you hit your enemies. When you fill a zeal orb you can unleash one of your special attacks. Many skills provide additional way to gain zeal.

Hit Chain

Making consecutive successful attacks will increase your hit chain multiplier. Raising the multiplier will increase the amount of zeal you gain when attacking. If you are hit or if you fail to hit an enemy for several seconds the hit chain will be reset to zero.

Radar

You can navigate the world with ease using the game's radar. Your current position is indicated by the brown arrow in the center of the radar. The way to your main objective is always indicated with a golden arrow, while bonus objectives are indicated with a blue arrow. Enemy units are shown in red, while friendly units are marked in green. The radar is a useful tool for finding hidden treasure chests. Some chests will be clearly marked with a white cross and have a white arrow pointing towards them, while others will be situated

in an area which must be explored in order to be discovered. Healing items are shown as orange dot on the radar.

Clues

During your journey you may come across places of interest marked with a glimmering light. These will reveal treasures which were previously hidden on your radar.

Boss health bar

When facing a powerful enemy, his current health will appear on the top of the screen. Just like the heroes, bosses also have health orbs.

Time limits

Certain encounters will require you to dispatch a group of enemies before a timer runs out. In these cases the remaining time will be shown here.

Ally health

The health of allies that you must protect will be displayed on the top of the screen.

Combat

When the heroes encounter enemies they engage in combat and can utilize a variety of offensive and defensive tactics.

Attacking

Each hero has a basic attack combo which is executed by pressing the Left Mouse Button. The third attack of this combo pushes your opponent several meters away. You can change the target of your attack by turning to a new enemy with the W,A,S,D keys. You can change targets even between combo strikes. This way you can hit one opponent twice with your basic combo and then use the third attack to push back a second opponent away from you. As you advance through the game new and more powerful attacks and combos will become available.

Blocking Attacks

You can block attacks by holding down the Spacebar. You will block all attacks coming from in front of your hero while holding the block button. However attacks made against

your back will hit you. You cannot move while holding the block button, but you can turn to face your attackers, thus blocking attack made against your back.

Evading Attacks

You can evade attacks if you quickly move away from the attacker. While in combat you can dodge attacks by holding down the Alt key and turning into the desired direction.

Coup de Grace

Several attack skills such as Power Attack can knockdown your opponents. When an opponent is on the ground you can perform a special finishing move. To execute a Coup de Grace move near an opponent on the ground and press B (add picture of the button here). Keep in mind that some of the more powerful opponents in the game are immune to knockdown effects.

XP & Skills

The heroes gain experience each time they defeat an enemy. You can spend that experience to purchase new skills for your heroes. To buy a new skill, open the Skills screen in the in-game Main Menu or press the C key in the game.

To learn a skill, simply select it by Left Clicking and press the Learn button. You can learn any skill which is adjacent to a skill you already know in the cross skill layout, provided you have enough experience points.

Some skills improve and build on other skills. For example the Improved Power Attack skill increases the damage of the Power Attack skill. Such skills cannot be learned if you don't have the base skill.

All heroes have their own pool of experience points. You can switch between heroes in the skill layout by pressing the "Change character" button.

Attack Icons and Defensive Stance

Enemies display a special icon above their head before they start their attack. Sometimes opponents will make extremely powerful attacks which are indicated by a different attack icon. It's best you block, dodge or counter such attacks if you want to avoid taking high damage.

Some opponents can enter a defensive stance which is indicated by a shield icon above their heads. While an opponent is in a defensive stance he will block all of your basic attacks. Knocking down a defensive opponent will break his stance.

Example Skills

Critical Strike

This skill allows you to deal higher damage with your combo attacks if you time your attack perfectly. To do this push the attack button just as the previous attack hits. When you execute a critical hit successfully the trail of your hero's weapons will become red.

Perfect Block

Blocking an attack by pressing Space just before your opponent hits, will perform a perfect block. When you execute a perfect block your hero will gain a significant amount of zeal.

Counter Attack

An alternative to perfect block you can perform a counter attack by pressing the X key just before your opponent hits. Counter attacks will protect you from the enemy attack and instead deal damage to that opponent.

Charge (Celian)

Celian charges forward, pushing back enemies in his path. The charge ends with a powerful attack.

Throw Dagger (Marie)

Marie throws a dagger at an opponent up to several meters away from her. Keep in mind that the dagger has limited range.

Frenzy (Roland)

Roland enters a frenzy state in which his attacks deal increased damage for a several seconds.

Stealth

The heroes can avoid some enemy groups and patrols by moving quietly around them. When not in combat you can hold down the Shift key to move quietly. In this mode you can even sneak behind an enemy and execute a silent kill by performing an attack. While in stealth mode you can see the "sight" of enemies on the radar. If an enemy sees you, he will alarm nearby opponents and attack you.

Hiding Places

Some spots provide perfect cover from the enemy's gaze. The heroes can use these spots to avoid patrols and enemy snipers.

Gongs

Opponents can raise an alarm and alert distant enemy groups by sounding a stationary gong. Stop enemy soldiers before they reach a gong or you'll be in trouble.

Distractions

When you see a pile of small pots remember that you can use them to distract enemy soldiers by interacting with the pile to throw a pot in a given direction. Enemies will turn to face or move to investigate the source of the noise.

Look Around, Tracking & Traps

The look around action allows your hero to spot important objects, traps and tracks. Pressing the Alt key outside of combat will trigger the look around mode and highlight important objects near you. You can also hold the Alt key to walk carefully and gradually reveal hidden objects along your path. Using the look around action will allow you to discover tracks which can be followed to your objective or to hidden chests. You can also spot bear traps or pressure plates which trigger deadly mechanisms. Many secrets can be discovered with the use of the look around action.

Chests & Boons

There are many chests hidden through the game which unlock outfit pieces and grant power-ups. These power-ups may provide effects such as fully replenish health, experience points or fully replenish zeal. Boons are special power-ups which provide strong effects until the end of the level. For example the Brutal Charge Boon gives Celian an overpowered version of the Charge skill for the remainder of the chapter.

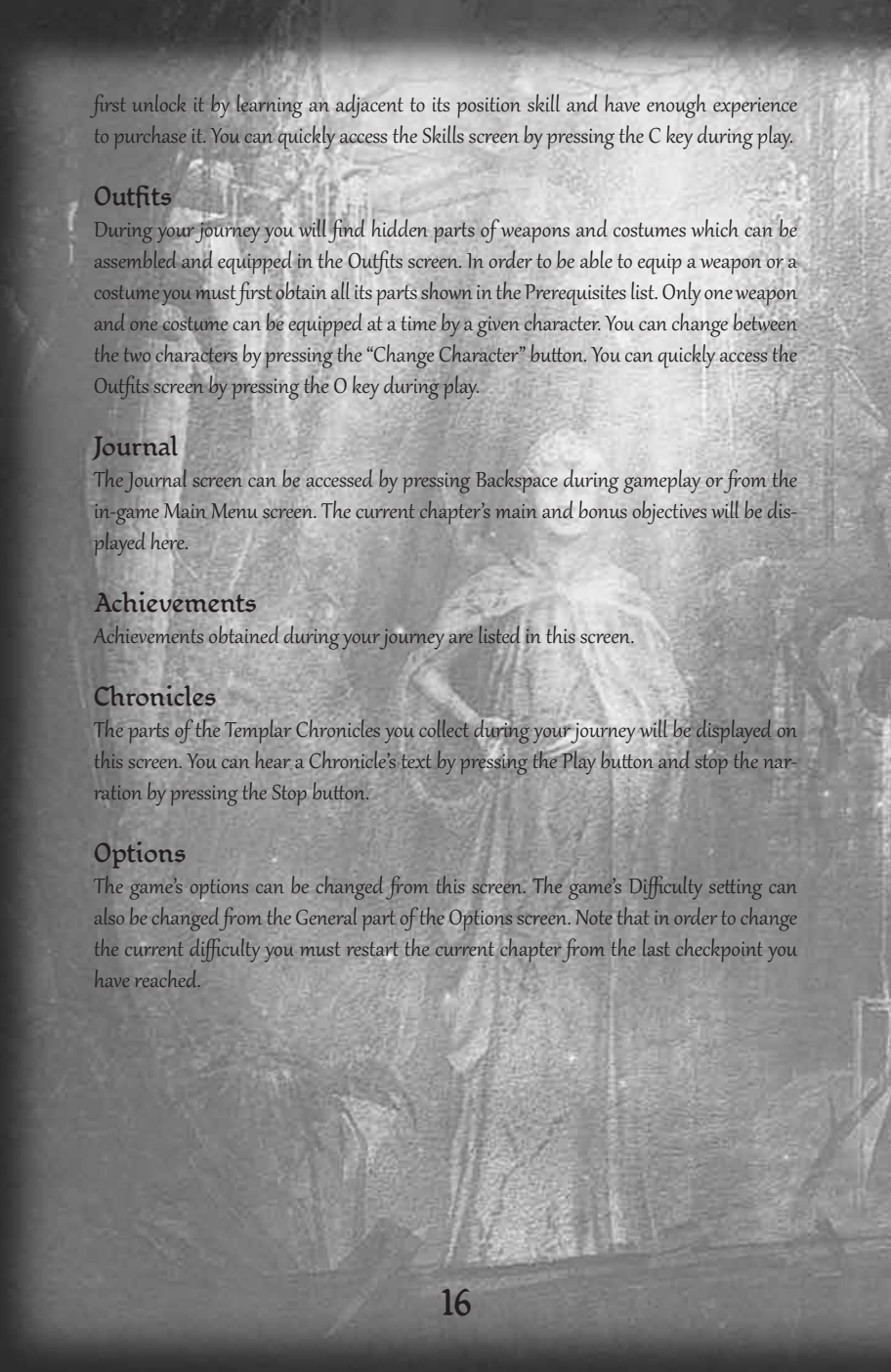
In-Game Menus

Main Menu

By pressing the Esc key during gameplay you can open the in-game Main Menu. Here you can quickly view your current objectives or decide to restart from the last checkpoint you have activated, as well as enter the Skills, Outfits, Journal, Achievements, Chronicles and Options screens.

Skills

Here you can use the experience you have gained during the game to learn new skills. You can switch between the two characters by pressing the "Change Character" button and learn a selected skill by pressing the "Learn" button. In order to learn a skill you must



first unlock it by learning an adjacent to its position skill and have enough experience to purchase it. You can quickly access the Skills screen by pressing the C key during play.

Outfits

During your journey you will find hidden parts of weapons and costumes which can be assembled and equipped in the Outfits screen. In order to be able to equip a weapon or a costume you must first obtain all its parts shown in the Prerequisites list. Only one weapon and one costume can be equipped at a time by a given character. You can change between the two characters by pressing the “Change Character” button. You can quickly access the Outfits screen by pressing the O key during play.

Journal

The Journal screen can be accessed by pressing Backspace during gameplay or from the in-game Main Menu screen. The current chapter’s main and bonus objectives will be displayed here.

Achievements

Achievements obtained during your journey are listed in this screen.

Chronicles

The parts of the Templar Chronicles you collect during your journey will be displayed on this screen. You can hear a Chronicle’s text by pressing the Play button and stop the narration by pressing the Stop button.

Options

The game’s options can be changed from this screen. The game’s Difficulty setting can also be changed from the General part of the Options screen. Note that in order to change the current difficulty you must restart the current chapter from the last checkpoint you have reached.



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However, before you contact our support team:

- Please make sure that your PC fulfills the system requirements.
- When you are placing the call, please make sure that your PC is switched on. Additionally, please start the DxDiag program before your call, as the information from this Microsoft software will help us to find the problem.

How to start the DirectX diagnostic program ("DxDiag"):

Windows XP: Please click on the "Start"-Button on the taskbar and afterwards „Run“. Please enter "dxdiag" (without quotation marks) and click on „OK“.

Windows Vista / 7: Please click on the "Start"-Button. Under "Start search" please enter "dxdiag" and push the „Enter“-Button.

Exchange of serial codes (serial number / CD-Key)

NOTE: serial codes cannot be replaced! Please make sure, that you don't lose your serial code. In case of loss, you have to buy a new game. Therefore, please avoid requests in this vein.

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