

CONFRONTATION®

CYANIDE studio

Manual

FOCUS HOME INTERACTIVE

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; 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.

TECHNICAL SUPPORT

If you encounter difficulties installing or running Confrontation, do not hesitate to contact our technical support department by email.

Technical support: http://www.focus-home.com/support/confrontation
E-mail : support@confrontation-thegame.com

Please provide a maximum amount of information on the problem encountered and the way it occurs.
Please attach to your mail a zip file with the following info:
- Your DXDiag
- The game's settings files:
On Vista and Win7 >>> C:\Users\[USERNAME]\My documents\Confrontation
On XP >>> My Documents\Confrontation

INTRODUCTION

Confrontation is a tactical RPG for PC developed by Cyanide. Based on the universe of the board game of the same name by Rakham, Confrontation focuses on intense and tactical battles, mixing strategy and other elements of RPGs. Every single decision, choice and action you take will be crucial in battle and will determine if you emerge victorious… or dead!

The game unfolds in the original fantasy universe of Confrontation Aarklash. Take the lead of an elite squad of Griffin soldiers, infiltrating enemy territory in order to put an end to the Scorpion threat. The fearsome creatures of the Alchemists of Dirz (the Scorpion), the ferocious Wolfen packs (the Wolf), and the brutal Orcs of Bran-O-Kor (the Jackal) are among the dangerous opponents the courageous soldiers of the Griffin will have to confront during their quest, deep inside the continent of Aarklash.

The solo campaign of Confrontation is rich in dangerous and exciting missions, where you will lead a reckless elite squad of the Griffin. Starting with a few warriors, your squad will soon be completed by many new companions, each having their own characteristics, skills and powers.
Choose with care, for each mission, the soldiers who will fight by your side. Careful management of your units, their powers and equipment, will get you through near-death situations and lead you to epic victory!

SUMMARY

INTRODUCTION....3

PRACTICAL INFORMATION....5
- REQUIRED CONFIGURATION....5
- INSTALLING THE GAME....5
- LAUNCHING THE GAME....6

THE FANTASY WORLD OF AARKLASH....7
- THE UNIVERSE....7
- THE FACTIONS....7

THE CAMPAIGN....10
- THE STORY....10
- CAMPAIGN SUMMARY....10
- SAVING/LOADING A GAME....10
- ADDITIONAL CONTENT....10

GAME INTERFACE....11
- GAME INTERFACE....11
- THE TEAM....12
- THE CHARACTER PANEL....13
- GAME CONTROLS....15

PREPARING FOR COMBAT....16
- THE TEAM....16
- TEAM COMPOSITION....17
- THE UNIT SHEET....18
- INCREASING ATTRIBUTES....18
- IMPROVING SKILLS....19
- UPGRADING WEAPONS AND ARMOR....20

COMBAT OVERVIEW....22
- THE BASICS....22
- RECOMMENDATIONS AND TIPS....23

MULTI-PLAYER MODE....25
- PRESENTATION OF MULTI-PLAYER MODE....25
- LAUNCHING A MULTI-PLAYER GAME....25
- OVERVIEW OF A GAME....26

ARMYPAINTER....26

CODEX....27
- FACTIONS....27
- CODEX....27
- GALLERY....27

OPTIONS MENU....28

CREDITS....29

PRACTICAL INFORMATION

REQUIRED CONFIGURATION

• MINIMUM SYSTEM REQUIREMENTS

OS: WINDOWS XP SP3/WINDOWS VISTA SP2/WINDOWS 7
PROCESSOR: AMD/INTEL DUAL-CORE 2.0 GHZ
RAM MEMORY: 2048 MB
GRAPHICS CARD: 256 MB 100% DIRECTX 9 AND SHADERS 3.0 COMPATIBLE
ATI RADEON HD 2600 XT/NVIDIA GEFORCE 7900 GTX OR HIGHER
DVD-ROM: 2X DRIVE
HARD DISK SPACE: 4 GB
SOUND CARD: DIRECTX 9 COMPATIBLE
Internet Connection required for online gaming and game Activation.

• RECOMMENDED CONFIGURATION

OS: WINDOWS XP SP3/WINDOWS VISTA SP2/WINDOWS 7
PROCESSOR: AMD/INTEL DUAL-CORE 3.2 GHZ
RAM MEMORY: 3072 MB
GRAPHICS CARD: 512 MB 100% DIRECTX 9 AND SHADERS 3.0 COMPATIBLE
ATI RADEON HD 3850 XT/NVIDIA GEFORCE 8800 OR HIGHER
DVD-ROM: 2X DRIVE
HARD DISK SPACE: 4 GB
SOUND CARD: DIRECTX 9 COMPATIBLE
Internet Connection required for online gaming and game Activation.

INSTALLING THE GAME

To install Confrontation, please insert the DVD into your DVD drive and then follow the on-screen instructions. If no window is displayed after you have inserted the disc into your drive, please do the following: double-click on the [Computer] icon on your desktop, then on the [DVD Drive] icon to launch the install program; then follow the install program instructions that appear on-screen.

License Agreement: The license agreement of Confrontation is displayed before you start the game installation. You must read it thoroughly and accept the terms of use before installing the game.

Notice about Steam: The product offered is subject to your acceptance of the Steam Subscriber Agreement ("SSA"). You must activate this product via the Internet by registering for a Steam account and accepting the SSA. Please see www.steampowered.com/agreement to view the SSA prior to purchase. If you do not agree with the provisions of the SSA, you should return this game unopened to your retailer in accordance with their return policy.

Product Activation on Steam: The Confrontation installation program requires you to be connected to your steam account in order to install and activate the game on your computer (after this 1st activation, the game will be linked to your steam account). If you don't have Steam installed on your computer, the installation program will prompt you to install it and create a Steam Account.
Once you're logged on, you'll be asked to enter your Product Code to activate the game. This code is printed on the back of your manual. The game will start to install once you have entered the code, and then you can enjoy the game to the full!
Important: should a new "Product Activation" window appear requesting a serial number, please enter your product code which is printed on the back of your manual.
Then follow the instructions to finalize the game installation.
At the end of the installation, a small update can be automatically downloaded and installed from Steam.

DRM: This game uses a DRM system (Digital Rights Management) that is automatically activated when you start the game from Steam (you can find more information about this system

at http://www.act-control.net). If you are asked to activate the DRM, please use your steam game key and select Automatic Activation.
If you are connected neither to Steam nor Internet, you can use the Manual Activation function. Please note that you can also perform a manual activation from a smartphone connected to http://activation.confrontation-thegame.com
You can manually start the activation/deactivation using the acpc.exe file from the game install directory.

LAUNCHING THE GAME

• Automatic parameters

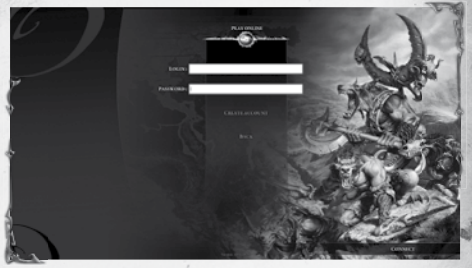
When the game is first launched, Confrontation automatically configures the game's display settings based on your computer's settings. You can modify the game display options by selecting the [Menu] button then [Options] in the main menu.

• Profile for solo mode

When the game is first launched, you will be asked to create a profile. Your progress and saved campaign games are associated with this profile. You can create several profiles on a single computer.
The following elements are associated with your profile:

- Your progress in the campaign
- The bonuses you unlock in the Codex menu
- Your units' colors

• Multi-player account



To play on-line, you have to create a multi-player account. To do this, go to the multi-player menu and click on the [Create account] button. Fill in the account creation form. Make sure you enter a valid e-mail address. You will be asked for a key, which is the same key as your game key, the one used to activate your game on Steam.

You can display the CD key by right-clicking on the name of the game in your Steam game library and selecting the option «Display CD key».
Once you have created your multi-player account, connect to the server using your identifier and password to play on-line.
If you lose or forget your account, contact our technical support team, providing them with your CD key, e-mail, and login (or a maximum amount of information).

THE FANTASY WORLD OF AARKLASH

THE UNIVERSE

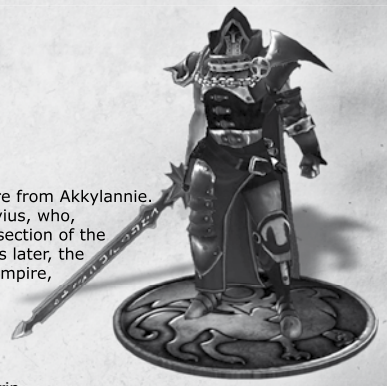
The fantasy world of Aarklash is located close to the heart of Creation, a universe made up of countless worlds which are influenced by the six Elements: Air, Water, Fire, Light, Darkness and Earth.

Aarklash is a mystic world. Manifestations of the divine and magic are frequent and visible and many cults and paths of magic coexist. The level of the technology exploited by the different peoples who live there is far from being uniform, but the warlords fight against each other on an equal footing: the power of magic rivals that of technology.

But Aarklash is also the only world within Creation where the Elements are in equilibrium, which means that Aarklash has always been coveted by the powerful: the gods fought there before being forced into exile by the coming of Time. The battle rages on today, with each race under the secret influence of a god. There is much at stake: Aarklash is the gateway to all the other worlds with Creation. Whoever controls Aarklash would yield absolute power.

THE FACTIONS

• THE GRIFFIN



Country: Akkylannie
People: Akkylannians
Main race: Humans
Alliance: Ways of Light
Cult: Merin, the god of fire
Magic: Fire

Forged in fire and faith, the people of the Griffin are from Akkylannie. Their history begins with a holy man, named Arcavius, who, through his visions of Merin, the god of fire, led a section of the people of the Lion into exile. Today, many centuries later, the descendants of these pilgrims form a prosperous empire, which is both feared and respected.

Religious fervor drives Akkylannian society and Griffin discipline is legendary. Under the watchful eye of the Inquisition, every man and woman contributes, body and soul, to the greatness of Merin and the Empire of Akkylannie. As for the Temple, its role is to protect travelers on the paths of pilgrimage and to punish the enemies of the fire god in the lands sworn to Darkness.

The Rag'narok gave rise to a wave of terror and suspicion in the lands of the Griffin. Since the heresy of Dirz, founder of the Empire of the Syharhalna, trials for blasphemy and witchcraft regularly plunge Akkylannie into the turmoil of fanaticism. People are burned at the stake, both night and day. The permanent state of martial law has created a subtle rivalry between the Inquisition, partisan of a strict respect of divine law, and the Order of the Temple, sometimes considered to be too prompt to accept a compromise.

This rivalry, which divides the Akkylannians, in no way weakens its resolution: on the battlefields of the Rag'narok, the agents of the Inquisition and templars fight side by side with the fervor of the righteous.

• THE SCORPION

Country: Syharhalna
People: the Syhars
Main race: Humans
Alliance: Meanders of Darkness
Cult: Arh-Tolth, the Alchemical god
Magic: Darkness



None would believe that before turning into mad scientists who seek a perverted form of perfection, the Syhars were Akkylannians. Dirz, the first of them, wanted to create the perfect being, in the image of the god Merin. However, he and his disciples were forced to flee by the Inquisition and they found refuge in the desert of the Syharhalna. Against all expectations, they survived, thanks to Arh-Tolth, the Alchemical god, master of a science from another world.

For centuries, the Syhars lived hidden inside the ruins of a forgotten civilization. They built ziggurats and underground laboratories. Thanks to Arh-Tolth'stechnomancy and the magic of Darkness, they finally created monsters which combined flesh and metal.

Today, the Scorpion has set out to conquer Aarklash at the head of a clone army. It aims for more than revenge; it seeks to impose a new golden age on the world. An alchemical age, built on an image of Aarklash fashioned according to the precepts of Dirz.

• THE JACKAL

Country: Bran-Ô-Kor
People: the Braves
Main race: Orcs
Alliance: Paths of Destiny
Cult: Jackal, the god of the canyons
Magic: Instinctive magic



Seeking an army to protect themselves, the Syhars mixed goblins blood with that of men and created the Orcs. The latter then rebelled and escaped Syharhalna in a bloodbath. They established themselves in the Canyons of Bran-Ô-Kor where they received the blessing of the Jackal god. Born to fight, the Orcs soon adapted to the hostile environment and developed a sacred relationship with it.

The Orcs live in packs around raïks, their warlords and their economy is based on exchange. Both physical strength and spiritual power hold an important place in their culture and their animist rituals. They favor guerrilla warfare and they are longing to find a chief who can unify the packs and proclaim a sovereign nation. However, the never ending incursions by invaders of the Light or of Darkness prevent unification... thus far.

• THE WOLF

Country: Diisha and various forests of Aarklash
People: the children of Yllia
Main race: Wolfen
Alliance: Paths of Destiny
Cult: Yllia, the moon goddess
Magic: Water



Born in ages past, from the union between Yllia the moon goddess and Ekynox, leader of a great pack of wolves, the Wolfen embody the bestial ferocity of nature. The children of Yllia reigned for centuries at the Apex of the Akkylannian food chain and still, today, they protect the wide expanses of wilderness from the influence of the «Craftsman», as they call civilization, technological progress and those who encourage them.

The arrival of humans on the shores of Aarklash, many years ago, marked the appearance of Light and Darkness and signaled the start of a decline in the power of the Wolfen. The first humans were barbarians, but they slowly evolved and were able to establish empires such as those of the Griffin and the Scorpion. Today, Light and Darkness plunge the world towards the Rag'narok.

The outrages of the Craftsman will not go unpunished. Guided by Yllia, the Wolfen left their territories to deliver war without mercy to the enemies of Destiny. The hunt is on!

THE CAMPAIGN

THE STORY

Foretold by many prophecies, the Rag'narok is the war of the age of darkness, the battle during which the gods will choose their champions before putting Aarklash to fire and sword. Nobody knows what will become of the world after this terrible war: pure and simple destruction, transformation or rebirth.

The Rag'narok began in the desert of the Syharhalna, when the Scorpion people allowed the god Arh-Tolth to return to Aarklash. The Scorpion army has set off on a long march to conquer the rest of the continent. This daring maneuver provoked a chain reaction, kindling the fires of war.

The Griffin has now been at war for decades against the Scorpion, and the Akkylannians are starting to face an even stronger enemy with bigger creatures deadlier than before. Determined to put an end to the heretic experiences of the Scorpion, the Griffin's Temple of the South decides to send their best warriors behind enemy lines, in the heart of the Syharhalna, to investigate the unsettling acts of the Scorpion and foil their plans. This is the starting point of the dangerous quest that has been given to you, which you must complete… no matter the cost.

CAMPAIGN SUMMARY

The campaign places you at the head of a Griffin squad commanded by Officer Darius, tasked with investigating the source of Scorpion power. During this adventure, new heroes will join you, letting you modify the composition of your team and acquire new skills.
As you progress, your heroes will acquire experience which you can use to develop their attributes and powers. That way you can adapt them to your style of play and the enemies you meet.

As you advance through the campaign, you unlock Codex elements covering the story and protagonists. It is important to consult the Codex files for each new enemy you meet in order to understand their strengths and weaknesses, so you can fight them more efficiently.

SAVING/LOADING A GAME

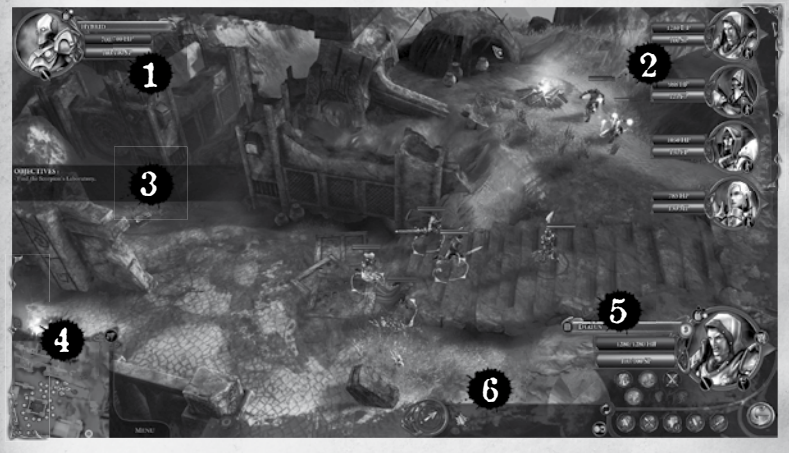
The game is automatically saved each time you activate a rest point. It is also saved when you finish an episode.
If you want to save the game during a mission, you have to do so manually using the Escape menu or quick save (F5)/quick load (F9).
You cannot save the game while your characters are in combat. If your characters are under the effects of an altered state, they are considered to be in combat.

ADDITIONAL CONTENT

As you advance through the campaign, you unlock Secondary Missions. There are 8 secondary missions available through the Additional game content menu. They offer specific challenges that are peripheral to the main story. The team you can play these missions with is pre-selected for you and you do not gain XP during the missions.

GAME INTERFACE

GAME INTERFACE



-1- Selected enemy: the status of the selected enemy is displayed in the upper left corner of the screen.

-2- Player's team: the portraits of the 4 characters on your team are displayed here. The portraits of the selected characters are slightly to the left. The order of the characters determines how they are positioned within the group.

-3- Objective: your current objective is displayed here.

-4- Mini-map: the path you have taken and the positions of enemies, heroes, and the objectives are displayed here. The arrow-shaped button in the upper right corner lets you expand the map (and pauses the game).

-5- Character panel: the selected character is displayed here (or the 1st character in the group if more than one has been selected). This panel contains all information and functions required to manage your character during combat. There is more detailed information about this panel later on in this manual.

-6- List of orders: you can give your characters a series of orders. The list of these orders is displayed here. You can modify this list by using the buttons to the right of the list.

THE TEAM

TEAM

-1- The portraits of your team members are displayed in the upper right of the screen.
The order of the characters determines their position in the group's formation. The character at the top will therefore be the 1st to enter into contact with the enemy during combat. You can modify the order by dragging and dropping the portrait of one character into the position of another.



-2- Each character has a life bar, as well as a secondary bar that depends on the character's characteristics (Mana, Stamina, or Faith).

The life bar (red): decreases as the unit takes damage. When not in combat, this bar regenerates quickly and automatically.

-3- The secondary bars: Each character has a 2nd gauge. Depending on the hero, it may represent Stamina (yellow), Mana (blue) or Faith (violet):

- **SP (Stamina Points):** A unit's base stamina is always 100 points and his skills all cost 50 SP. Stamina is constantly regenerated, at a rate of 5 points per second.
- **MP (Mana points):** A unit's mana increases with every level achieved, and the cost of skills varies. Mana regenerates at a rate that depends on the unit's Intelligence and Wisdom.
- **FP (Faith points):** A unit's Faith increases with every level achieved, and the cost of skills varies. Faith regeneration depends on the number of allies near the unit. Alone, a unit cannot regenerate Faith, but with lots of allies around, it regenerates almost as fast as a unit's Stamina.



-4- The icons for active «buffs» (positive state changes) and «debuffs» (negative state changes) displayed in the bubbles

-5- Defensive Mode / Passive Mode: the character switches from one mode to the other when you click this icon.

- **In passive mode,** the character does not move without orders.
- **In defensive mode,** the hero automatically attacks nearby enemies.



CRITICAL STRIKE AND AGONY

A unit which suffers damage that brings its number of Health points below 1 must receive a lethal blow in order to be slain. The greater the damage, the greater the chance the blow will be lethal.

-1- The agony gauge appears when a character receives a lethal blow. This gauge empties at a rate that depends on the character's stamina. You then have to have another character fill it. The game ends if one of your characters dies (because you didn't fill it back up in time).

THE CHARACTER PANEL



-1- Character name and Characteristics panel. Click the button that looks like a sheet of paper to display the character's detailed characteristics.

-2- Icons for «buffs» (positive state changes) and «debuffs» (negative state changes) active on the character.

-3- Life bar and secondary bar

-4- Character level: You gain experience by defeating enemies, activating rest points and finishing episodes. Each time you go up a level, a message is displayed and you can modify the characteristics and skills of the characters in the unit sheet.



The icon changes when there are attribute points to allocate.

-5- Type of armor equipped (light, medium, or heavy.) The information is displayed when you position the cursor over the icon.

-6- Unit sheet: click this button to open the unit sheet, which lets you allocate attribute and skill points and upgrade equipment. More detail on this sheet is given below.

-7- Skills: these buttons are used to apply the character's skills.
Left-clicking activates the skill.
More detail on skills is given below.

-8- Equipped weapon: the characters can have 2 types of weapons (ranged / hand-to-hand / shield...). The weapon can be modified using the weapon icon on the general skills bar.

-9- Active pause button (SPACE): you can pause the game at any time, which is especially useful during combat, to analyze the situation and your opponents or to give orders to your characters. The orders are executed when you return to the game.

-10- Delete the list of actions: reset the series of orders given to the character.

-11- Mode of action: this button lets you switch between Plan (the successive actions are listed) and Delete (each new order replaces the old one) Orders.

-12- General skills bar:

Standard Attack

Stop: stops all of the character's actions

Bandages: Use bandages to heal an ally, but be careful, the unit applying them cannot do anything else until the action is completed.
The number in the bottom right corner of the icon corresponds to the number of bandages available for the team.
To use them, select the character to carry out the healing, click the bandage icon and then left click the player to be healed.

Change weapons: swaps the character's weapons.

Move



• GAME CONTROLS

The game controls can be modified through the tab in the Options menu.

QWERTY KEYBOARD SHORTCUTS	
Select character	Left click one of the characters
Move selected character	Right click on the ground
Basic attack on an enemy	Right click an enemy
Use skill	Left click the skill, and then Left click the target unit (allied or enemy depending on the skill).
Skills (1st line)	QWE
Skills (2nd line)	ASD
Active Pause	Space
Standard Attack	Z
Stop	X
Use a bandage	C
Switch weapon sets	V
Move	B
Select all units	P
Mini-map	;
Unit sheet	I
Switch between Defensive/Passive modes	N
Display characteristics panel	O
Move camera	Arrow keys
Quick character selection	F1 F2 F3 F4 (corresponds to the position in the group)
Delete list of actions	Del
Switch between Plan/Delete Orders	Ins
Shortcuts creation for a group of units	Ctrl+1 - 9
Selection of a group of units	1 - 9

PREPARING FOR COMBAT

THE TEAM

This is a presentation of the characters that make up your team at the start of the game:



Darius is a solid warrior. He has a formidable charge. He excels at protecting his allies while still being able to inflict damage. He also has the advantage of having a Stamina bar, which means he can use his skills more often than if he had Mana or Faith skills. It is recommended that you increase his charge and regeneration skills in order to increase his ability to protect allies.



Lanwys is an agile combatant capable of very quickly inflicting heavy damage on a target. He has an area effect heal spell and a support spell. He also has a second set of ranged weapons. It is recommended that you improve his damage skills. Nonetheless he can also provide support if you prefer to improve his healing spells.



Zelia, a powerful magician. She is definitely the character with the most capacity for control, and can inflict significant damage. It is recommended that you improve her immobilization spell, which is very good at rendering a powerful enemy inactive, and which develops into an area-effect spell at higher levels so she can block a group of enemies. She also has a skill that transforms her life into precious Mana, which is indispensable for casting spells, and therefore for maintaining control of her enemies.



Lothaire is a hand-to-hand fighter. He is multi-skilled, and his spells can affect the course of combat. He can both weaken enemies and reinforce allies. It is recommended that you improve his silence spell to muzzle the powers of opposing mages.

TEAM COMPOSITION

You start the adventure at the head of a group of adventurers comprised of Darius and his entourage.
During the adventure, you will be joined by new companions. Nonetheless to stay fast and stealthy, your group cannot exceed 4 members. You are free to choose the 4 you wish.
The characters that do not participate in missions also gain experience, though less of it, in order to maintain homogeneity within the team.

The team selection screen:



-1- Panel for the selected character.
-2- «Add» button: to include the selected hero in your squad.
-3- Unit sheet: Use this button to display the detailed unit sheet and allocate upgrade points.
-4- Team: these are the characters currently in your squad.
-5- Use this button to remove the character from the squad.
-6- White outline: Select a team slot to add or replace a character.
-7- Faction: you can select a character from the faction on-screen by clicking the character. When you unlock a new character, he or she automatically appears in the faction.
-8- Menu: to return to the main menu or quit the game.
-9- Start game: once you are satisfied with your squad, click here to continue the campaign. You must have 4 characters in your squad to start playing.

THE UNIT SHEET



-1- Selected character. You can change the selected character using the team list on the right side of the screen (7)
-2- The number of glyphs and armor points available for upgrading your characters' equipment. These points are available for everyone on the team but can be allocated to a single character if you wish.
-3- Attribute points for the selected character. These points can be used to increase the character's attributes. They are specific to the selected character.
-4- Skill points for the selected character. These points can be used to improve the character's skills. They are specific to the selected character.
-5- Use these tabs to navigate between the unit sheet screens: Attributes, Skills, Armor, Weapon 1 and Weapon 2
-6- The attribute sheet is selected for this example: the detailed sheet is displayed in the center and lets you allocate the available points.
-7- Squad members: click the names of the squad members to switch from one character's sheet to another's.

INCREASING ATTRIBUTES

Each character has 6 attributes that passively increase the character's abilities.
The attributes in white are the character's dominant attributes. Attributes in gray can also be increased, but are less central to the character's basic nature. At higher levels, more points are required to increase gray attributes than white ones. Each time a level is reached, the character gains one point to allocate to their attributes. Starting at certain levels, the number of points needed to improve an attribute increases.

The points available for improving attributes are displayed on the left of the corresponding tab and the Attribute sheet. These points are specific to the selected character.



List of Attributes:

- **Strength:** affects damage inflicted in hand-to-hand combat as well as the chance of striking a lethal blow.
- **Constitution** increases the unit's number of Health points as well as the duration of its Agony, should the unit take a lethal blow.
- **Agility** increases the unit's accuracy, the level of physical damage inflicted in ranged attacks as well as the chance of making critical hits with weapons.
- **Vivacity:** increases the chances of dodging hand-to-hand and ranged attacks, and slightly increases movement speed.
- **Intelligence:** increases the efficiency of Damage skills (red) and Control (black). The intelligence reduces chances for the enemy to resist to skills.
- **Wisdom:** affects the effectiveness of Buff (Yellow), Debuff (Purple), Anti-magic (Blue) and Support (Green) skills. It also increases the chance of resisting the effects of magic.



IMPROVING SKILLS

Each character has a skills panel that can contain up to 6 skills. In the beginning, only some skills are available. The others are unlocked progressively as the character reaches the corresponding level.
Moving the cursor over a skill icon displays the detailed characteristics of the skill in the bottom right of the screen.

Every skill can be improved using skill points. Moving the cursor over the improvement points displays the detailed characteristics of the improvement. Improvements are specific to each skill and its level.

One Skill point is gained at each odd-numbered level. These points can be allocated to the skills of your choice. Note: skill level 5 costs 2 points.

The color of a skill is linked to its category. To make combat easier to follow, these colors also appear on the character during the combat at times when a skill can be used. The 6 skill categories are:

- **Red:** damage
- **Black:** control
- **Yellow:** buff (improvement of character state)
- **Violet:** debuff (deterioration of character state)
- **Green:** support
- **Blue:** anti-magic

CONTROL EFFECTS:

- **Provoked:** the character attacks hand-to-hand. He can no longer use skills and automatically switches to his hand-to-hand weapon. The effect dissipates if the source of the provocation disappears.
- **Charmed:** the player no longer controls the character. He attacks the other members of the player's team as long as he remains charmed. The effect dissipates if the source of the provocation disappears.
- **Silenced:** the character can no longer use skills.
- **Hobbled:** the character can no longer move.
- **Immobilized:** the character can no longer perform an action. This state pauses the character's list of actions.
- **Fear:** the character can no longer perform an action and tries to flee (by running blindly).
- **On the ground:** the character falls to the ground. The effect is the same as "Immobilized".
- **In agony (not in itself a control effect):** when the character's life bar reaches 0, the character falls to the ground and can no longer do anything. A gauge appears above him and starts to empty slowly. If it empties completely, the player has lost. You have to use another character to fill the gauge up again.
- **Other:** there may be other effects such as damage over a period of time, and increases or decreases to characteristics.

UPGRADING WEAPONS AND ARMOR

You can upgrade your characters' equipment by using the upgrade points that you collect during the game. These can be found in the weapon racks located in different campaign levels. Armor points are different from weapon points. These points are available for the entire team and are used up each time you upgrade a character's weapons or armor.
Once the points have been allocated, they cannot be modified.

Glyphs, Weapon points and Armor points

Points specific to weapon and armor upgrades are displayed with the 3 icons in the top right of the screen.



Glyphs: there are 3 categories:
- Green for support
- Yellow for defense
- Red for attack

Glyphs can be used to upgrade your characters' equipment.
Glyphs are used in the weapon or armor tab of the unit sheet. Between each upgrade level, a transparent glyph indicates the type of glyph you can use. Each character can use one glyph at levels 1, 5, 10, 15, and 20 for each armor and weapon tree. The choice you make affects the following levels.
Once a glyph has been placed, you cannot remove it.
You can still add a new glyph to an already-occupied slot, but in this case the previous glyph is destroyed.



Armor upgrade points: these points let you upgrade the armor for one team member when you select one of the 2 upgrades proposed per level



Weapon upgrade points: these points let you upgrade Weapon 1 or Weapon 2 for one team member when you select one of the 2 upgrades proposed per level.

Upgrading weapons or armor

Upgrades for the selected character's weapons or armor operate by level. At each level (corresponding to the character's levels 1, 5, 10, 15, and 20), you can select one of the 2 proposed upgrades. Move the cursor over the icons to see the details in the lower right of the screen. The non-selected upgrade is then no longer available, but the choice does not affect subsequent levels.



-1- At each level you can spend one weapon or armor point (here armor) to select one of the 2 proposed upgrades.

-2- Click on one of the glyph slots to allocate a glyph and upgrade your weapon or armor. The color of the slot corresponds to the color of the glyph that can be added.

-3- When you add a glyph, you then have to select the upgrade you wish to obtain. A glyph already in place cannot be removed, but you can modify the upgrade by placing a new glyph as a replacement of the old one.



COMBAT OVERVIEW

THE BASICS

• Analyze the opponent

Each opponent has specific abilities. Understanding your enemies and what they can do is indispensable for anticipating and countering their actions, and knowing which one to eliminate first.
During the campaign, you will encounter a wide variety of enemies. These enemies are grouped according to 4 traditional archetypes, providing you with initial general information on their nature. There are many variants within each category, but the archetypes are a good basic indication.

A unit's Archetype appears in the form of an icon to the left of the life bar when you move the cursor over the unit:



Tank : highly-resistant unit that mainly attempts hand-to-hand combat to try to draw the opponents' attention.



Mage : the main strength of these units is their magic spells, which they use against their adversaries. They are generally effective at a distance, but have little resistance.



Support : these units specialize in protecting their allies using healing spells or spells to reinforce attack and defense abilities.



DPS : the role of these units is to inflict a maximum amount of damage as quickly as possible in hand-to-hand or ranged combat. On the other hand, they often have very little resistance. They therefore usually fight together with other types of units.

• ACTIVE PAUSE AND PLANNING ACTIONS

You should pay close attention to all aspects of combat: enemies' and allies' statistics and abilities, spells being prepared, positive or negative effects... The active pause lets you analyze the information and keep one step ahead of your opponents. It also lets you plan up to 4 actions for each of your team members, and thus optimize your strategy.

• PLACING THE MEMBERS OF YOUR TEAM

The order of the characters in the interface on the right side of the screen determines their position in the formation of the group in the game. The character at the top is therefore the 1st to enter into contact with the enemy during combat. You can modify this order by dragging the portrait of one character and dropping it on the location of another. When approaching combat, it is important to pay particular attention to character position: put the toughest character in the front line, keeping the support and mages away from the enemy and specifically targeting those enemies you want to eliminate first.

• USING CHARACTER SKILLS

Character skills can make a big difference to combat, for both offensive and defensive spells. You should fully understand the different skills each team member has so that you can use them as well as possible, while keeping an eye on the level of the secondary bar (mana, stamina, or faith), without which the skills cannot be used. Some spells have an area effect; others apply to the caster or another team member. Also bear in mind that once used, there is a recharge time before a skill can be used again.

• INFORMATION FROM THE INTERFACE

You have to pay close attention to the positive and negative effects having an impact on your team members and your enemies! Your heroes' attacks will be more effective if their positive effects are always active; less so if they are being subjected to negative effects. Remember to check the status icons beneath each character's portrait (allies and enemies).You should also monitor each team member's Mana/Stamina/Faith gauge: if they run out of this precious energy, they will be unable to use their skills and the fight might end very quickly indeed!

It is also imperative to anticipate enemy attacks and to understand the meaning of the different spell colors (displayed on the character in the game screen) so you can react appropriately.

• COMBAT STRATEGY

There is no such thing as a pre-set strategy in Confrontation. Combat calls first and foremost for in-depth understanding of the adversary, proper analysis of the situation, and above all choosing the right actions to take for the team you have selected.

RECOMMENDATIONS AND TIPS

Here are a few rules of thumb to help you completely grasp Confrontation:

General:

- Remember to use the quick-save (F5). Often.
- The active pause is a powerful aid that can help you turn a dangerous situation around and calmly deal with complicated combat.
- Don't hesitate to sift through levels to try to find everything you can to make your characters as powerful as possible.
- The game ends if one of your units is killed. However, the unit will be in agony for a certain amount of time before it dies, so you may be able to save it.
- Weapon points and Glyphs provide permanent bonuses to your units. Distribute them wisely between all the members of your group.
- Only improvements to the current weapon benefit the player.
- When you pass your cursor over an enemy, your chances of hitting it are displayed to the right of its Health bar.
- You can change the formation of your group by moving the images of its members.

In combat:

- Enemies always start a fight by attacking the first target they see. Make sure your sturdiest unit is in the front line!
- If your opponent has a provocation skill, it may be worth to let him charge first. You can then charge enemies waiting to the rear with other members of your team.
- With the exception of Lothaire, each character has 2 sets of weapons. Remember to switch from one to the other depending on the situation.
- Opt for a melee attack on an enemy using a ranged weapon; it will force him to switch weapons.
- Only Darius and Dalon can use shields. These offer the best protection against projectiles.
- "Control" type skills are very important in the game, as is the order in which you deal with your opponents.
- Pay attention to enemy incantations and their color. Seeing a Dasyatys concentrating with black points indicates he will cast a group provocation spell, and it would be a good idea to move those team members you don't want provoked out of the area of effect.
- The current action cannot be cancelled. It is important to anticipate your actions so you're not caught unawares.

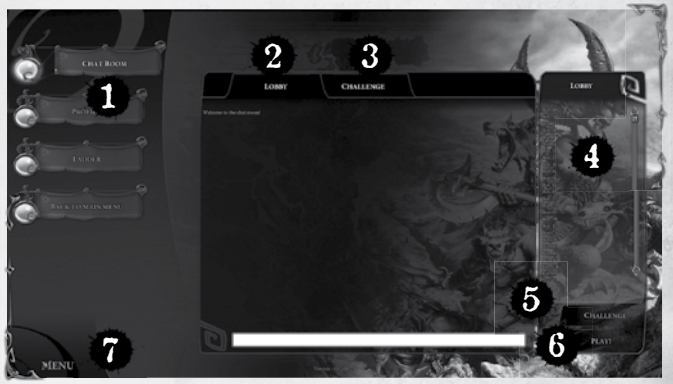
- Applying a control effect during the preparation of a skill creates a «break». The skill cannot then be used for twice its usual cooldown period. Faith regenerates faster the more allies there are close to your unit.
- Narrow paths can become death traps for your squad. Melee units can find themselves easily blocked.
- If one of your units has fallen to the ground, it may be worth your while to eliminate any remaining enemies before going to his aid.



MULTI-PLAYER MODE

PRESENTATION OF MULTI-PLAYER MODE

For each faction, develop your game tactics and unlock new units through your battles and victories.



-1- Use these tabs to navigate through the multi-player mode screens.
-2- You can chat with every connected player in the lobby
-3- The challenge tab lets you consult, accept, or refuse challenges from other players.
-4- The list of connected players is displayed here.
-5- You can challenge a player by clicking on his pseudonym then clicking the challenge button.
-6- Play button: Click the button to find a player to play against. The game then asks you to choose your faction.
-7- Menu: to return to the main menu, change the options or quit the game.

LAUNCHING A MULTI-PLAYER GAME

To launch a multi-player game, click the "Play" button in the lower right. The faction choice screen is then displayed. Choose your faction, your team colors (that you can modify in the Army menu), and confirm your choice.



You then go back to the main page. You can chat with the other players while an opponent is automatically sought.

To start a game against a specific opponent, click the name of the player on the list in the Lobby (on the right), then click the challenge button. You then choose your faction. Once the other player has accepted the challenge and chosen a faction, the game starts.

OVERVIEW OF A GAME

There are 6 phases in a multi-player game:

1. Choosing a faction and colors.
2. At the start of each round, players have 60 seconds to select their team from the list of faction members.
3. The game starts automatically when the two teams are ready or the timer reaches 0. If one of the teams is still not completely selected, the vacant spots are randomly assigned.
4. 1st round: Once in the arena, you have to spot your opponent and defeat him using your team's skills as well as possible.
5. A round is won when every member of a team is out of the fray.
6. At the end of each round, the players can change their team, using any character in their faction. The second round then starts, as before.
7. The game ends when one player has won two rounds.

ARMY PAINTER

On this screen you can modify your team colors for multi-player mode.



-1- Display the list of color sets
-2- Select a faction
-3- List of characters in that faction
-4- Button for opening the color palette. The 6 dots represent the six colors in a color set.
-5- Button for randomly generating a color set.
-6- Button for resetting or saving a color set.
-7- Character display options: Camera rotation, zoom level, and button to display the character's second set of weapons.
-8- Menu: to return to the main menu, change the options, or quit the game.



Color palette

-1- The color is chosen by clicking the color you want or by entering the RGB values
-2- Button for closing the window once you have chosen a color.

CODEX

The Codex contains the bonuses on the story and its protagonists. The bonuses are unlocked during the campaign.

FACTIONS

This section contains all the information available on the units defeated during the campaign or multi-player games.
Each unit is presented with its image and combat abilities. It is important to check these documents to understand the strengths and weaknesses of your opponents.

CODEX

The codex is comprised of documents narrating the history of Rag'narok and the world of Aarklash.
The texts are automatically unlocked during the campaign adventure. Some pages are hidden in chests.

GALLERY

A gallery contains illustrations of characters from the Confrontation universe. These illustrations can be found in hidden chests in the campaign levels.
Each time you find one of these chests, the artwork for the character is automatically unlocked in the gallery.

OPTIONS MENU

The options page can be accessed:

- Using the MENU button on the Main Menu page
- In-game by hitting the "Escape" pause key.

This Menu lets you adjust various game parameters.

VIDEO

On this page, you can:

- Modify the display resolution
- Activate/deactivate the full-screen display
- Activate /deactivate the vertical image synchronization
- Activate /deactivate anti-aliasing of the special effects
- Adjust the screen luminosity
- Adjust the level of graphic detail in the game

Some modifications require the game to be restarted to take effect.

SOUND

On this page, you can adjust the volume of the game music and sound effects.

GAME

On this page, you can adjust the speed the camera moves at.
You can also activate/deactivate on-screen display of damage counts

HOTKEYS

This is where you can configure the game controls.

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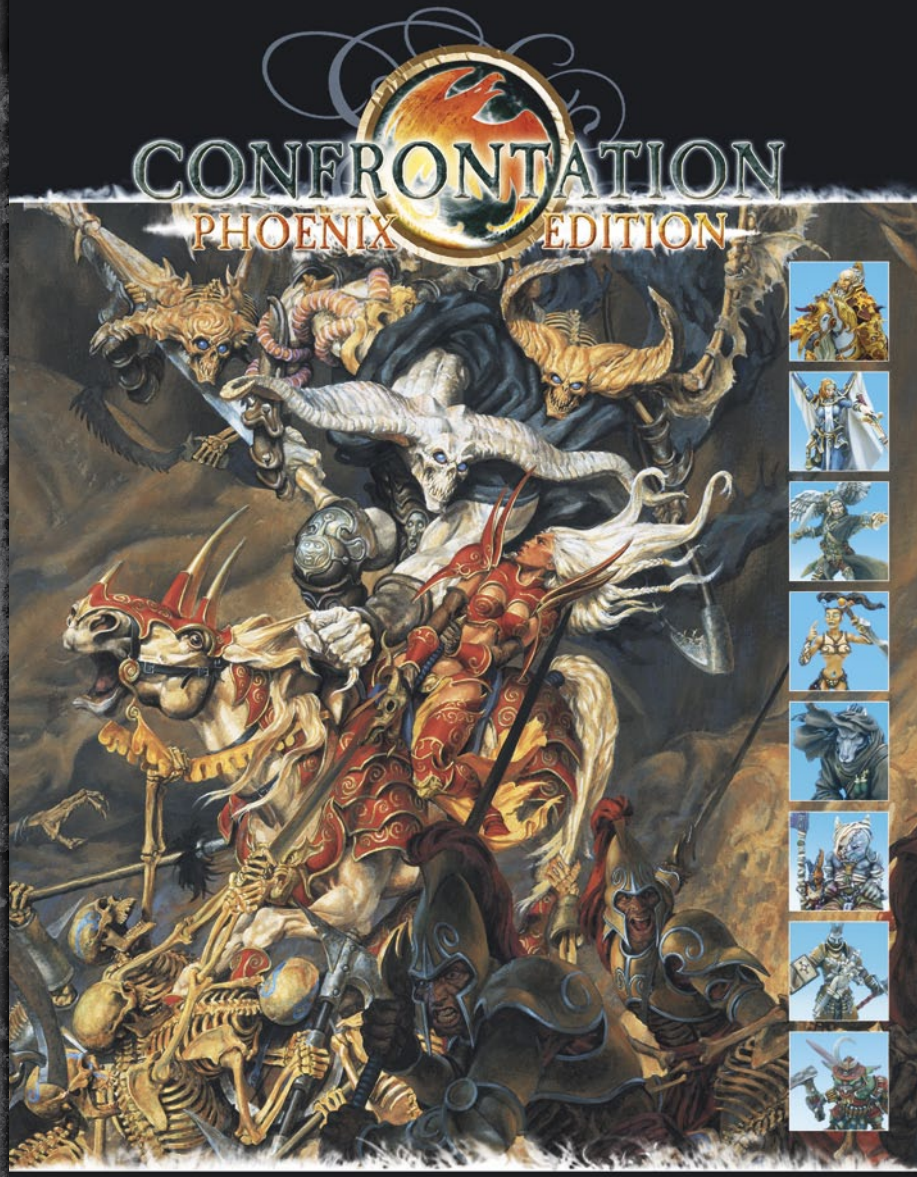
Grave Guardian «Fido»
Sor Fyris
Hycor Nathen

Haeth, the Magistrate



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