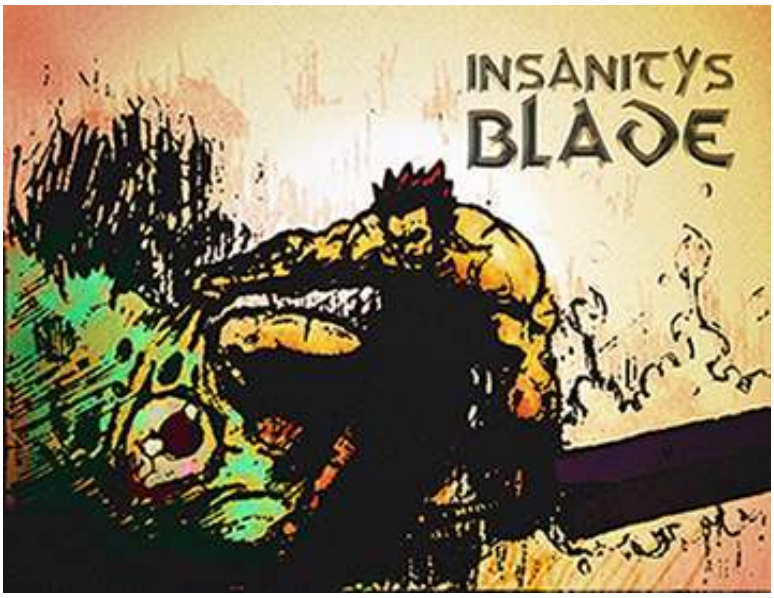

Insanity's Blade - The Arcade Experience (V1.07 March 2015)

Based on the comic series of the same name created by Causal Bit Games' founder Christopher Obritsch, Insanity's Blade follows the story of Thurstan in his journey of fighting through hell to save his wife and child after the destruction of his village. If you find any bugs or have a few ideas to improve the game in future updates please let us know by e-mail at info@causalbitgames.com

Changelog:

This release fixes a few bugs and adds in some extra tutorial content.
In v1.06 and below we've also added these cool things:

No Daggers mode – If you've beaten the game before, you can now toggle ranged weapons on and off

HELL MODE – This is much greater difficulty than Hard mode and can **only** be selected when starting a *NEW GAME*. You can save your game but will have no continues, like Hard mode. ***Warning! Once you start on HELL MODE you can not change the difficulty level for the save slot unless you overwrite it!***

CUSTOM CONTROLS – This was a requested feature and so we're really happy to announce it! In the options menu you can now find a link to the Custom Controls page which will let you decide which keys and buttons will be used for Player 1/ Player 2 on Keyboards and Gamepads.

The different controller assignments (eg: Players with same keyboard or separate gamepads, Player 1 with gamepad and Player 2 with keyboard, Player 1 with keyboard and Player 2 with gamepad, etc) in the options menu will still apply, but the keys and buttons will map to the custom settings if the game detects a configuration has been made for at least Player 1's controls.

Note! The Title menu and Options menus will both still use the Standard Controls, this is to prevent a player locking themselves out of the game. You can reset all custom controls to return to the default settings from the Custom Controls page as well!

Standard Controls:

Arrow keys - Move and climb ladders/walls
, (or) Z (or) Numpad 3 – Jump
. (or) X (or) Numpad 2 - Punch/Attack
/ (or) C (or) Numpad 1 – Grab (try combining this move with different directions and enemies!)
Enter - Pause menu
Shift - Weapon menu

Down + Grab – Pick up item/weapon
Up + Grab – Drop temporary weapon

When playing co-op on the same keyboard, player 2 is controlled with:
WASD - Move and climb ladders and walls
B – Jump
V – Attack
C – Grab
2 – Pause menu (press to join in-game when playing singleplayer)
3 - Weapon menu

***There are alternate controller options available in the options menu**, such as changing the gamepad A button to be jump and B to be punch instead via control options with type "B" in the name. This is also where you can choose how to divide the controllers between the players (eg: P1 Controller P2 Keyboard, P1 Keyboard P2 Controller, same keyboard / two controllers, etc.)*

Gamepad Advice: Xbox 360 controllers (or other XInput based devices) are recommended, the controllers need to be connected to the PC and on before starting the game otherwise the controller will show up as Player 2 's input.

Thank you for purchasing Insanity's Blade!

We hope that you enjoy this game, and look forward to hearing your feedback!

Chris & Daven @ Causal Bit Games

www.causalbitgames.com