CRADLE GAMES

Welcome to

HELLPOINT

Config File

If you suffer from framerate issue, you can edit the 'hellpoint.cfg' file, which is located;

Windows:
C:\Users\[Name Of User]\AppData\LocalLow\Cradle Games\Hellpoint\
Be advised that AppData is a hidden folder on Windows, and you may need to display hidden files and folder.

Linux:
$XDG_CONFIG_HOME/unity3d/Cradle Games/Hellpoint/
Where XDG_DATA_HOME default value is ~/.local/share

Mac:
~/Library/Application Support/Cradle Games/Hellpoint/

Hellpoint Overview

Hellpoint is an occult cosmic dungeon crawler offering split-screen multiplayer and brutal combat inside a real time orbiting space station. Unravel the intrigues of Irid Novo, a research colony built a long time ago to discover the potential of black holes, and ruined by the power of divine technologies. Demystify intrigues of interstellar conspiracies, occult rituals and forbidden technologies that caused the downfall of civilizations.

This station is orbiting in real time around a mysterious black hole that appears to cast a dark influence on the game levels and its enemies. With the split-screen multiplayer, play with a friend, or a soon to be enemy, and fight for survival.

Hellpoint is developed for PC, Xbox One and PlayStation 4, and its release is planned for release in 2018.

Please visit us at http://www.playhellpoint.com

Demo Setting

You've been created by an A.I. called the Authority. He informs you that he brought you into this world for a primordial task and that you are here to unravel the Truth. Confused and unsure, you venture inside the Irid Novo space colony, gather equipment and discover more and more secrets. You expose a wide variety of prodigal capacities within yourself to wield fighting weapons and control occult powers, but monsters and creatures are still a constant threat. You already explored the station for many days when entering Port Issoudun, which is the level of this demo. Undoubtedly, there is more behind the cryptic words of the Authority, but just how deep goes the intrigues of Irid Novo?

Multiplayer

Hellpoint currently supports **local** PvE and PvP multiplayer gameplay. With a second controller plugged in or a mouse/keyboard and a controller, press "start" or "options" on a controller or "Space" on a keyboard to drop in split screen style. Choose whether you want to cooperate or compete. In multiplayer, all the loot and experience is shared between players.

Platforms

Hellpoint will come out on PC, Xbox One and PlayStation 4. We'll be looking at bringing the game on Nintendo Switch, Mac, Linux and translating the game in more languages.

The Quantic System

The Quantic System is the collection of dynamic mechanics that gives life and motion to the game universe. The black hole, the main actor of the system, serves as a dungeon master for the game. It has a deep influence on most aspects of the experience. It acts similar to a day and night cycle mixed with a weather system, and orchestrates a variety of dynamic events to create new challenges and opportunities based on its state and presence. Here are some examples:

- It can empower enemies, bring them back to life more powerful, and even release hordes to assault a particular section of the station.
- It can spawn rare mini-bosses that wanders inside a level and can surprise you at any corner.
- It can open secret portals, attract pilgrims or scare NPC's, and trigger many other strange phenomenons.

The Quantic system has been design to keep the game fresh, alive and unpredictable. It is meant to create new objectives for expeditions, and construct a huge puzzle to unlock the true potential of your character, and the ultimate secret of Irid Novo. Every time you play, you never know exactly what to expect.

Support Us

Hellpoint is being produced by Canadian developer Cradle Games, a studio composed of industry veterans from Activision, Ubisoft and others. We invested in the project and will continue to do so. However, we need partners, and there are no better partners than the gamers. We need to know what you - the player - wants and how many want this or that feature. Having this information allows us to set more accurate and realistic goals for our crowdfunding campaign.

We're always online on Discord: discord.me/Hellpoint

Follow us on Twitter: www.twitter.com/cradlegames

Stay up to date on Facebook: www.facebook.com/cradlegames

For more info, visit our website: www.cradlegames.com

Come talk to use directly on our forums: www.cradlegames.com/index.php/aforums/

Or subscribe to our newsletters: www.cradlegames.com/index.php/subscribenewsletters

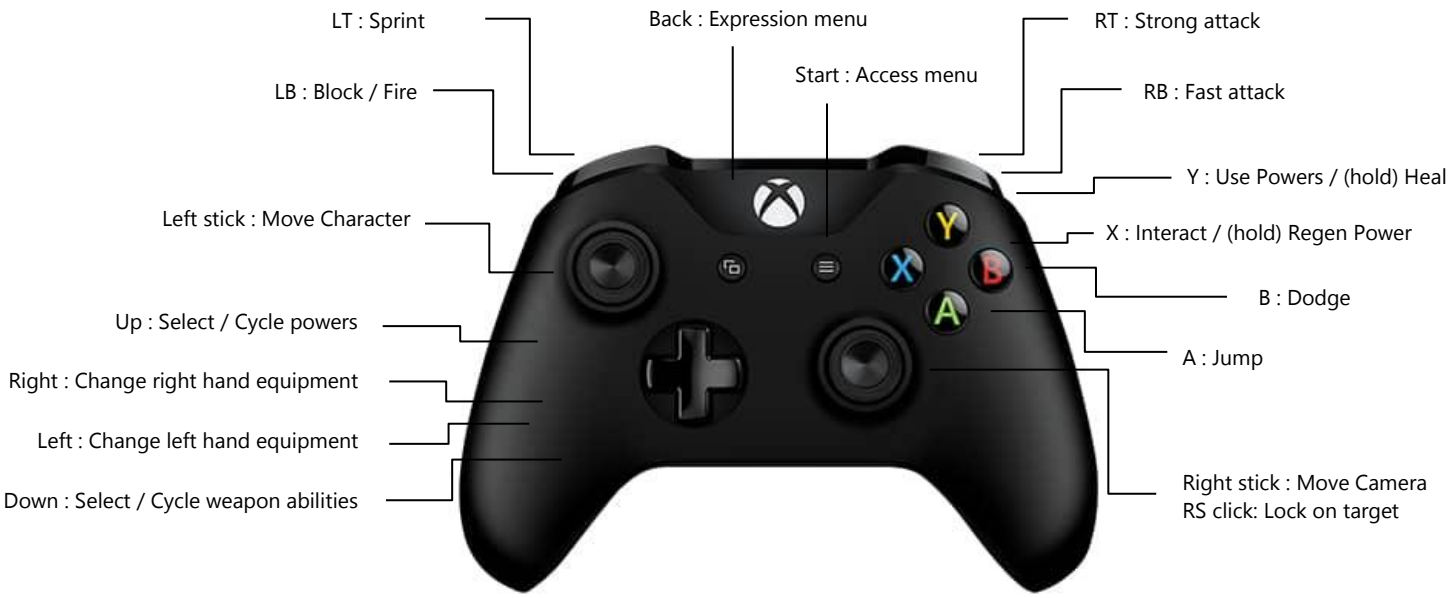
For any game to become successful it needs to find its audience, and we're working around the clock to reach gamers despite our limited resources. Every single game that we worked on beneficiated from exchanges and discussion with the community. We want to reach out to the players and involve them in the creative process. We are all gamers, and we all have ideas of what we would like to play. We want to hear YOUR ideas concerning the combat system, the enemies, the reward system, the level design, and anything else that you're passionate about.

We need to know if the game interest you. Would you play it? What excites you and what put you off?

We love to share what we do and work with gamers towards building better games. We love to get challenged so we can come up with, as we say, "la crème de la crème" for our features. We hope that you enjoy Hellpoint and that you will enable us to complete it for you.

Controller

An Xbox 360, Xbox One, Dualshock 3 or Dualshock 4 controller in USB is recommended to play the game.





Mouse / Keyboard

Mouse : Move Camera

Mouse Left Button : Fast Attack

CTRL + Mouse Left Button : Strong Attack

Mouse Right Button : Block / Fire

W-A-S-D : Move Character

Z : Change left hand equipment

X : Change right hand equipment

1 : Select / Cycle powers

2 : Select / Cycle weapon abilities

Shift : Sprint

Alt : Dodge

Space : Jump

Tab : Lock on target

E : Interact / (hold) Regen Power

Q : Use Powers / (hold) Heal

T : Expression menu