

USER GUIDE

Revision 1

First off, thank you for buying PASSAGE™! This guide is designed to help you get up and running(and gunning) FAST. Please take a moment to read before you play...

BASIC CONTROLS

Game Controllers

PASSAGE™ officially supports the Xbox One, Xbox 360, and DualShock 4 game controllers. While these provide a great gameplay experience, a wide variety of gamepads are also supported via the DirectInput interface. And if you don't have a gamepad you can always use your keyboard.



You can customize the button layout of your controller in the Options menu.

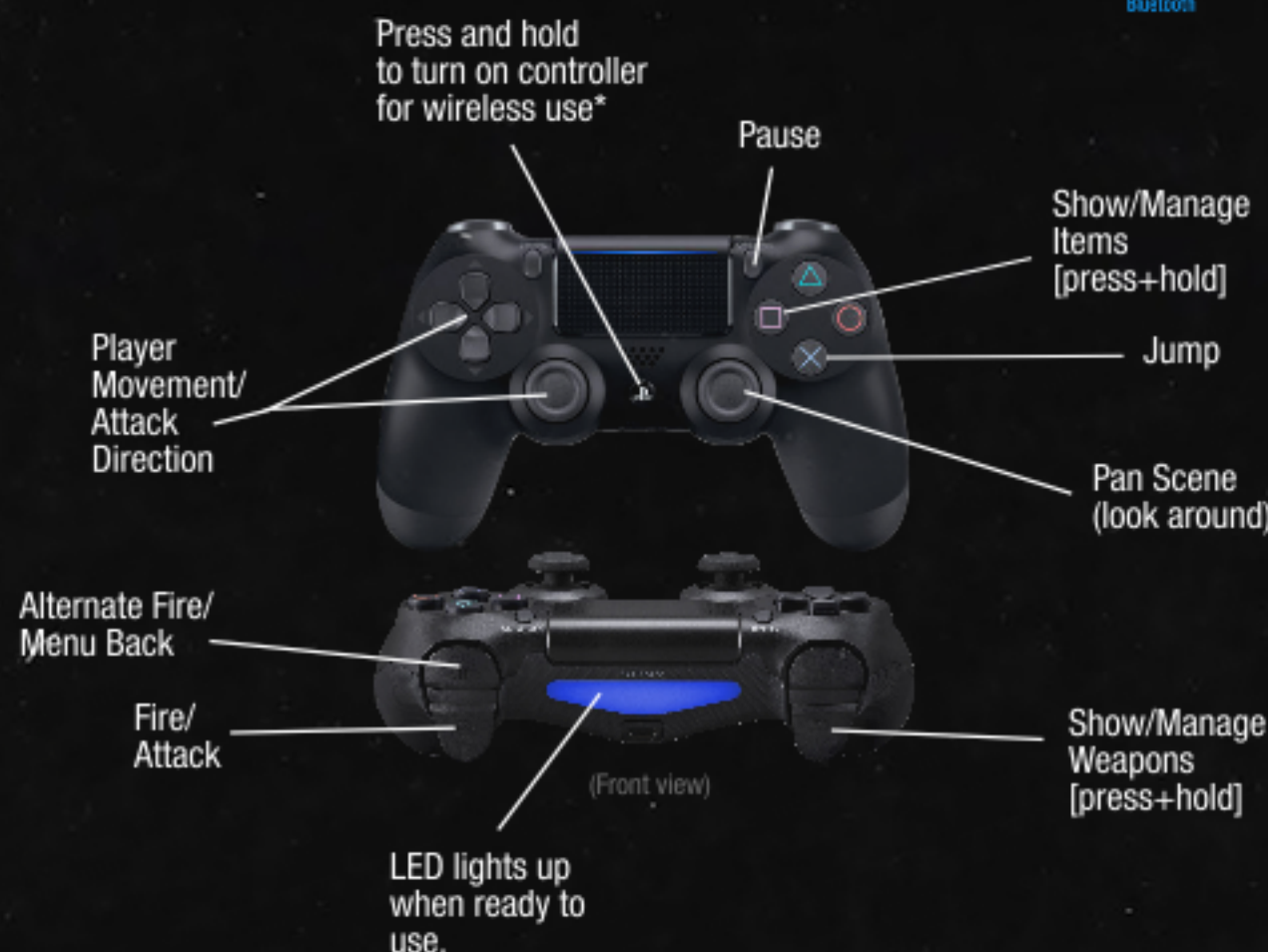
Xbox One



Similar layout applies to the Xbox 360 controller.

DualShock 4

(Windows version only)



NOTE: Although the DualShock 4 is completely supported, your wireless experience may vary due to your installed Bluetooth adapter. If you have trouble getting connected or maintaining a connection please plug the controller in directly using a USB cable.

* Please follow the pairing instructions for your specific operating system in order to wirelessly connect your controller using Bluetooth.

Keyboard

Although a gamepad is recommended for the best gameplay experience it is also possible to play using your keyboard. Please go to Options>Keyboard Setup to review and customize the currently set key mappings.

GAMEPLAY

Objective

The basic objective in PASSAGE™ is to find the key which unlocks the exit door, which in turn leads to the next chamber. Along the way you will find weapons, ammo, and other special items. And don't forget about the prisoners, they need your help too!

Hints

- The Roll: Hold **DOWN** and press **JUMP**. Use it to get where you're going faster or to get away when the action gets too hot.
- The Double Jump: Press **JUMP**, and while in mid-air press **JUMP** again. Jump across chasms, scale walls, and just generally get around with more ease.
- The Wall Grab: While jumping into or close to a wall press and hold **UP** and **JUMP** at the same time. Avoid danger or just hang out.
- Be careful, if you take too much damage from that zombie your score will show it! PASSAGE™ uses a scoring system that punishes as much as it rewards.
- Remember, you can only hold 10 special items at a time. You gotta use 'em to get new ones!
- Get closer! Weapons like the shotgun do much more damage the closer you are! And remember that you can select any weapon from your current loadout as an alternate.
- Keep moving! The Plague Circle will begin to close when you hear the gong hit...listen for it!

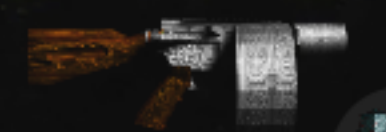
HUD Layout



(*) Medals only appear once they have been awarded.

REFERENCE

Weapons

	Axe <i>Close range, unlimited use</i>
	Hand Cannon <i>Close to long range, semi-automatic, medium-fast fire rate</i> Ammo: Bullets
	Machine Gun <i>Close to medium range, fully automatic, rapid fire</i> Ammo: Bullets
	Shotgun <i>Close range, semi-automatic, low-medium fire rate</i> Ammo: Shells
	Grenade Launcher <i>Medium range, semi-automatic, low-medium fire rate</i> Ammo: Grenades
	Chaingun <i>Medium to long range, fully automatic, ultra rapid fire</i> Ammo: Bullets
	Lightning Gun <i>Long range, very powerful, fully automatic, sustained fire rate</i> Ammo: Energy Cells

 Keep an eye on your ammo... Weapons need to be reloaded!

 Pair a close and long range weapon together for maximum versatility! Press and hold the 'Manage Weapons' button to set your main and alternate weapons.

Items

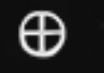
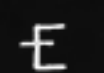
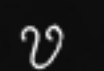
 - Special, held item.

	Key
	Bullets (30 per pack)
	Shells (10 per case)
	Energy Cell (100 units per cell)
	Grenades (6 per bundle)
	Elixir (10 health points)
	Gold Coin
	Goblet of The Blood (100 health points)
	Extra Life
	Crucifix (50 gold coins)
	Golden Eel Medallion (150 gold coins)
	Standard Backpack (default)
	Ram's Head (turbo speed, rapid fire)
	Invisibility

Items (continued)

	Regeneration (limited health restoration)
	Lightning Orbs
	Shield of Protection
	Mystery Item
	Angel Wings (flight)
	God Mode (pass through walls)
	Sentry Spikes (positionable trap)
	Night Vision

Symbols

	Completed a game.		Defeated sorcerer.
	Defeated sorcerer without taking damage.		Defeated unholy beasts.
	Defeated unholy beasts without taking damage.		Defeated a red demon without taking damage.
	Defeated a phantom without taking damage.		Defeated a wizard without taking damage.
	5 perfect completes in a row.		10 perfect completes in a row.