
Citadale
The Ancestral Strain

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Thank you for purchasing Citadale - The Ancestral Strain. This manual will help you understand how the game works and how to best approach it.

It is suggested that you read the following instructions before stalking the demons of the night.

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EVIL LURKS IN THE DARKNESS...

"Every one-hundred years the powers of good are weakened, and those with evil in their hearts prepare for the return of the Dark Lord, Rhogul. And with each resurrection, his powers grow stronger.

In the past, he has taken several forms in this world. However, when the lands were shrouded in darkness and the Dark Lord ruled the night, the Dorleac Family has always come forth to oppose him.

The Dorleacs had always defeated Rhogul in battle, banishing him from the living world; But as the bonds that sealed the evil ruler's spirit weakened over time, demons once again roamed the lands and the people suffered...

One night, the village was shrouded by black thunderclouds, and a stroke of lightning quickly silenced the town. In that very instance, the dark powers brought back the powerful Dark Lord and along with him his powerful demon army.

To help solve this crisis, Arion, the young heir of the Dorleac clan has vowed to liberate the mortal world. Although overwhelmed by the task set before him, Arion nonetheless arms himself with the Shadow Blade, a sword containing mysterious powers inherited from his ancestors and sets out for the Dark Lord's castle.

Thus, a new Legend was born..."

HOW TO PLAY

Move Arion with the gamepad or the keyboard. There are six basic control functions:

MOVE, JUMP, ATTACK. BLOCK, SLIDE and ITEM SWITCH.

On the gamepad both the D-Pad and the analog sticks are supported. The face buttons all have their own function.
The keyboard controls are either the ARROW keys or WASD keys. C, V, X, CTRL, ALT and SHIFT as well as the 0-3 keys on the numpad.

Smashing candles will release the item hidden inside. To collect the item, just walk into it.

You can carry two subweapons at the same time. Press the button to switch between them. Collecting a new subweapon will remove the old one, so be careful.
To use a subweapon, hold the designated UP button/key and ATTACK. Using subweapons consumes Soul Gems.

To slide, press the designated DOWN and JUMP buttons/keys at the same time. Note: This also let's you jump down certain platforms, so be careful with this.

At the start of a new game, Arion first arrives in a safe location outside the castle walls. Get familiar with the controls there.

THE WEAPONS OF CHOICE

In addition to the Shadow Blade, you can find other weapons hidden along the way. If you want to vanquish Rhogul for good, you'll need all the help you can get!

- Soul Gem.....Used as ammo. Comes in two sizes

- Food.....Restores some of Arion's health

- Coin.....Is used to unlock secret item rooms

- Holy Water.....Very effective against fire based enemies

- Throwing Star...Powerful weapon goes across the screen

- Axe.....Slow but powerfull, it attacks in an arc

- Crystal.....Expensive to use, bounces off walls

- Potion.....Heals some of Arion's health

- Card.....Unleashes the power of the second item



TIPS AND TRICKS

On your adventure, you might get stuck during a tricky fight or some other situation. Keep calm and don't overthink it, there is always a way out. Here are some tricks that might help you.

Hitting spikes or falling into a dark abyss will always lead to death. Be careful around those hazards.

Make sure to keep an eye on your subweapon slot. If you pick up a subweapon it will always go into the currently selected slot even if another item is already there.

Projectiles can be blocked with the shield. Sometimes it is better to block than to evade, especially in narrow passages.

Some enemies have certain weaknesses. For example, if an enemy is on fire, it stands to reason that Holy Water might cool it down.

When you are not sure if you can jump down a hole, look closely if you can see it leading into darkness. If not, chances are you may find something down there.

Some stages have a second exit. If you can find it, you may enter an alternative stage.

It stands to reason that the best items are hidden in the secret item rooms. Each stage has one but you need a certain amount of coins to enter it.

ON AND AROUND CITADALE ISLAND

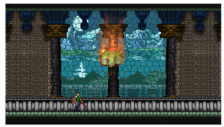
Citadale Island is home to many dangerous locations and deadly creatures. Here you'll find a quick rundown of some of the more... shall we say... fascinating ones.





The Forest Path: Rumor has it that a long time ago, when the island was still inhabited by humans, this place was infamous as frequently being used by people who commited suicide.
The Giant Bat: This enormous monstrosity resides in some cave beneath the forest. Nobody knows how to get there, then again why would anyone want to face this predator in the first place?





Prison Tower: As the name suggests, this is where prisoners are being held and tortured. Dark magic keeps them alive as long as possible so that the victims may endure harder, longer and more terrifying suffering.
Ignis Encephalon: This flaming spirit resides somewhere in the castle. Facing this foe means you'll be spared the Prison Tower, then again more often than not the hardest challenges bear the greatest fruit.

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A game by Ezekiel Rage

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