SPIRITUS™

15

spacefarer®

CONTROLS

KEYBOARD CONTROLS		GAMEPAD CONTROLS
|W/A/S/D|	Move	|Left Stick|
|Shift|	Run	|West Button|
|Right Mouse|	Aim	|Right Shoulder|
|Left Mouse|	Attack	|South Button|
|E|	Use	|South Button|
|I|	Inventory	|North Button|
|C|	Combine	|West Button|
|Q|	180 Turn	|Right Trigger|

STORY

Albert Jackson, a retired detective in his search for paranormal activity has a tip off to the seemly abandoned Ash Manor, in Borehamwood. London. Teamed with his partner Rose, who helped him on a previous case of vampires arrive at the manor. We take a step into the survival horror and are tasked to investigate the horrors and strange goings on that have been left behind...

MAIN MENU

New Game – Start the game from the beginning

Load Game – Resume a game where you saved with the TYPEWRITER. You'll need ink ribbons to record a save. They are placed around the game, so look well!

STATUS SCREEN

FILES

MAP

Equipped

Tool

Fine

Ink Ribbon

Using this on a typewriter will allow you
to record your progress

Back   Select

ITEMS

After highlighting the
item you want to use,
press the south button.
The item will appear on
the view screen.

USE/EQUP

For most items, the USE
option will appear after
selecting it. If the item
can be equipped the
EQUIP command will
appear. You can't use a
weapon until you've
equipped it!

CHECK ITEM

You can get a close up view with an item. Some items you'll need to rotate to take a closer look inside or on the back of them.

COMBINE

Some items can be combined for different effects. Remember you can only have a certain number of items on you at a time, so stacking your ammo is a wise choice leaving you with room for other items. You can combine things such as plants together to make vital medicine.

MAP

The map can give you a view of the entire area that you are in. You'll need to find and pick it up first, however to use it.

FILE

As you explore the areas of the game, you will find notes and files left behind. Pick them up to read them. Once you've picked up a file, you can read it again later by selecting File.

ITEM BOX

The item box is useful as you can store items in it instead of dropping them around in the game, having to back track again to find where you dropped it. The item box can store items that can be accessed again anywhere that you find another item box.

WEAPONS

 Knife – Standard issue combat knife, useful for beheading or attacking shorter enemies than yourself

 PISTOL – Ex- cop issue, useful for ranged attacks, but not very powerful

 SHOTGUN- Useful for tackling harder, stronger enemies.

Technical Support

Contact

SPACEFARER GAMES LTD

www.spacefarergames.com