



Ravenage

THUND★GAMES

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SOUL'S SPECTRUM IS AN ORIGINAL GAME
BY THUNDGAMES

Death is not the end.

PRINTED IN ITALY



INSTRUCTION BOOKLET

STEAM PC GAME
NOIR EXCITING STORY



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Manual Design by Filippo Politi.
Illustrations by Lorenzo Bolognini.

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Death is not the end.

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presents a game by



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Welcome




Death is not the end





You wake up in a strange prison with one only goal in mind: find an escape from there. There are other people besides you, all linked by an inauspicious common fate: having committed the sin of eternal life.

Welcome to Soul's Spectrum, where death is not the end—it's your key to progress. With each passing demise, your soul transforms, granting you new abilities to conquer the challenges ahead. Will you harness your abilities and fulfill your purpose?

Master the game's mechanics as death shapes you, enabling you to assume up to four distinct forms: Human / Skeleton / Umbra / Anima. Solve a variety of puzzles and riddles, exploiting Nora's unique abilities to transform into the courageous Human, the haunting Skeleton, the elusive Umbra, and the ethereal Anima.

 Confront bizarre characters, unravel mysteries, and outwit deadly traps in this exhilarating adventure!

 Unveil an epic tale of unexpected twists and confessions through your actions and interactions.

 Let the original SNES style music tracks by Javarnanda enchant you, shifting with the character's actual form.



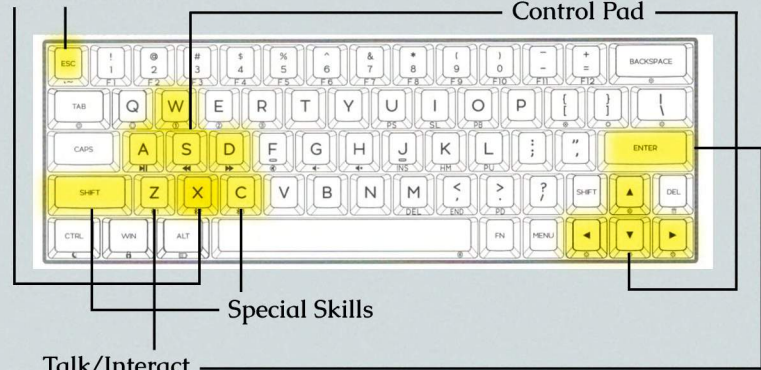
Welcome
my dear
friend!

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Controls

Menu/Cancel

Control Pad



Basic Operations

Keyboard option (preset)



+ Control Pad & Buttons

Player Movements

Nora according to current form can walk, swim, float, cross, teleport, fall, pass through walls, throw, mow, illuminate, open, pick up, attack, collect ... Watch your step!
[You can customize your controls]



Embrace your destiny and unlock the secrets that lie within. Can you escape the clutches of eternal confinement and find your freedom?



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Nora

You control Nora, a character with a mysterious past who can take different forms based on her “level of death”, that is, based on how many times you have died without ever being restored.

Every time you are supposed to die you are reborn with a different form. There are four stages in total:



HUMAN

Human: your most emotional part. Now you can really be yourself. Can roll to avoid spikes **SHIFT** and can use her scythe to get rid of creatures or cuts grass **ENTER**.



SKELETON

Skeleton: your most vulnerable part. Now you can keep others at distance. Can throw a bone like a boomerang to hit distant switches **SHIFT** and can cast a frost armor to resist arrows and cold **ENTER**.

UMBRA

Umbra: your most elusive part. Now you can dive into darker thoughts. Can pass under bars **SHIFT** and can extinguish already lit candles **ENTER**.



ANIMA

Anima: your most intimate part. Now you can overcome any obstacle. It's important to note that in Anima form the player can never die. Can pass through nearby walls **SHIFT** and can illuminate dark areas **ENTER**.



Characters



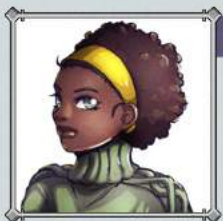
During your adventure you meet bizarre characters. All of them, like you, are immortal, and they will try to help you in finding an escape route considering your initiative. Here are some of the characters you may meet along the way:



The Wanderer

Umbra Form

Not much is known about him except that through his rituals he has managed to awaken the different characters. He wants to be friends with everyone, no matter if you've only talked to him a few times.



Jennah

Snake Form

A mysterious woman whose past is linked to Nora's. Are they friends or enemies? Certainly their meeting will have an important impact on the story and future events.



Kristopher

Skeleton Form

A scholar continually seeking answers since he does not remember his life prior to imprisonment. He's very intelligent and his deductions often lead to correct assumptions.



Grace

Zombie Form

She wanted eternal life to preserve her beauty, too bad death makes her a zombie. She often complains and loses her temper easily when she receives bad news.



Ronk

Demon Form

Surrendered to his fate, he doesn't even feel like using a candle to become human again. He thought that being immortal would change his life but instead he remained as lazy as before.



Donna

Devil Form

A very elegant and refined-looking woman but unfortunately with a rather grumpy disposition. Wife of Edwin, she is extremely jealous and she is easily irritated when any girl talk to him.



Lord Edwin III

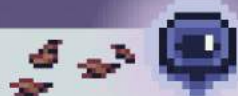
Eye Form

Wealthy entrepreneur who wanted to take this gamble of becoming immortal in order to further enrich himself. He is very much in love with Donna, his wife, despite being often questioned.



Actions

Let's Move!



Depending on the form Nora has at that given time, the player will be able to perform certain actions.



LIT CANDLES AND RITUALS				
CROSS LIGHT BARRIERS				
USE HEAVY LEVERS				
ENDURE THE COLD				
PLUNGE INTO DARKNESS				
HAPPILY FLOAT AROUND				
RELAX ON THE TRAPS				
WARM UP IN THE LIGHTS				

Items



BOOMERANG BONE

Unlocks the Skeleton's Bone-merang skill.



CURSED SCYTHE

Unlocks the Human's Slash skill.



YELLOW SCROLL

Unlocks the Anima's Flash skill.



BLACK SCROLL

Unlocks the Umbra's Dark Wave skill.



WANDERER'S COMPASS

Indicates your location in the map.



RUSTY KEY

Allow access to the Castle Dungeons.



MYSTERIOUS NOTES

Information and notes about the game world.



???

Many other items along your way!



How relaxing on top of the tower!

Ritual



Ritual

What happens when you die? This is where Rituals come in: these are respawn points for the player that also allow to save the game. The player will be able to activate them by simply walking over them. In solving puzzles these could be seen as real checkpoints of game progression. In fact, changing locations when dying could open up possibilities that the player might not have had before.

It is said that there is also a strange Ritual hidden somewhere...



Candles

The game will be full of traps and ways to make you die, it therefore turns out necessary to find a way to restore your energy and gradually return to being human.

The Candles of Life are the solution: they remove a level of death, thereby returning you to the previous stage. For example, if you are an Umbra, lighting a Candle of Life will turn you into a Skeleton.

These types of Candles will remain lit until your next death. This notion will be crucial in solving certain puzzles: often you will require lighting the candles in the right order to advance.

In addition to the Candles of Life there are also two other types that you will be able to encounter during your journey:



BURNING CANDLES: Compared to the Candles of life these turn out to be already lit and even dying causes them to be re-lit. A specific skill will be needed to use them.



BLACK CANDLES: Beware of these, they have an extremely negative effect: whatever form you have, by lighting them up, this Candle turns you into Anima.



Exploration

Map



Uncovering the mysteries of this castle is an important aspect of the game. After the player gets through the first few rooms the whole map can be unlocked: this will help a lot in navigating the different areas of the game. Each area will have its own distinctive elements so as to offer different experiences. It may often happen that some areas seem inaccessible, but not to worry! Nora, in the course of the story, will learn skills that will also come in handy for exploration.

There are also optional areas for the player to find: these may contain additional story information, collectibles, or unusually challenging puzzles.



The wanderer's power goes beyond what you think: he can use the rituals as teleports and he can even brings you! There are only two conditions to be met: that you've both visited the destination and that you're human!



Some of the strange places you can visit:



Awakening Hall



This is where you awaken. Only the torches illuminate these rooms.



Dark Sewers

Several water channels flow under the castle. It's really hard to see here, it's pitch black.



Old Cemetery

Here lie those who have lived within these walls. Its silence sends shivers down the spine.



Castle Dungeons

Dreary prisons where you can only hope not to set foot in. Lucky for you, they are locked.



Fateful Forest

Hungry spiders may attack you in these woods. Though, a surprise lurks among the bushes.



Mausoleum

A sacred place where one must be humble. Ideal for planting flowers as a sign of respect.



Scarlet Tower

Knowledge resides among these book-filled floors. Who knows what's hiding at the top.

All these sewers.. and i can't even find a bathroom!



Flowers



Hoya carnosa?

In the course of the adventure you may find an abandoned mausoleum. A bit sad as a place since flowers were probably once planted there as a sign of respect.

Hidden in other areas it is still possible to find these particular flowers. Collecting them will not only be an additional reward for the player but will allow him to discover the secrets of this nefarious castle, perhaps changing the epilogue of this story.



Watch out Nora!



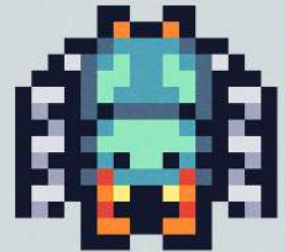
GUARDIAN
AUTOMA



LETHAL
THORNS



And many other dangers!



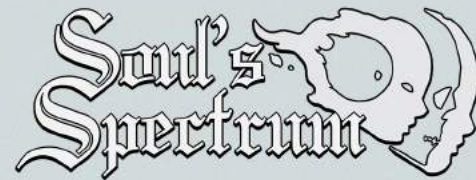
HUNGRY
SPIDER



Notes



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THANK YOU! 

This journey in creating this adventure was not only difficult for Nora. First, I can only thank Filippo Politi who brought this world to life through music, sound effects and much more such as this manual: the feel of this game without him would not be the same.

Next, I thank my family and friends in the paraserver discord community for supporting me. Especially I thank Michael and Lorenzo (MissingSeven) who have made a huge contribution to the game: the former by unearthing even the most elusive bugs and the latter for the fantastic illustrations that made these pixel characters more real.

Finally, I thank you, my player friend, for giving this game a chance: I hope with all my heart that you have a great time in the mysterious world of Soul's Spectrum.



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