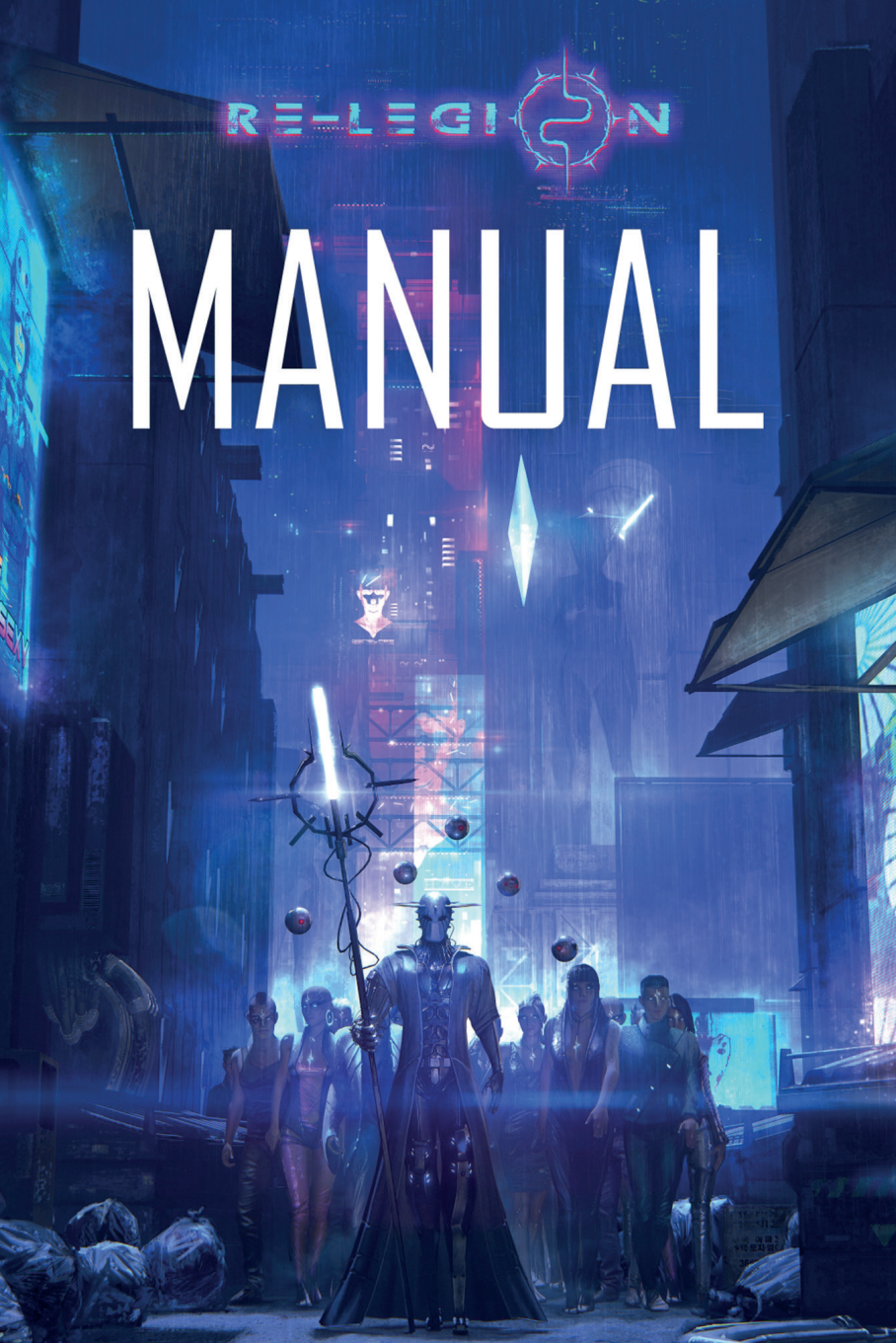


RE-LEGION

MANUAL



INTRODUCTION

RE-LEGION IS A REAL-TIME STRATEGY GAME SET IN A DARK, CYBERPUNK FUTURE. YOU WILL FIGHT YOUR BELIEVERS FOR A BETTER TOMORROW BY DESTROYING THE CORPORATION'S TROOPS, DEALING WITH HERETICS AND HACKING BUILDINGS SO YOU CAN FINALLY TAKE OVER THE ENTIRE CITY. BUT REMEMBER, EVERY CHOICE YOU MAKE DURING THIS WAR WILL HAVE ITS CONSEQUENCES AND IN THIS CRUEL WORLD THERE ARE NO "GOOD" AND "BAD" DECISIONS. THERE IS ONLY YOUR TRUTH.

THE WORLD



IT'S 2184. THE WORLD IS DOMINATED BY BIG CORPORATIONS WHICH HAVE ENSLAVED PEOPLE INTO MEANINGLESS EXISTENCES. TWENTY PERCENT OF THE POPULATION LIVE IN HIGH SKYSCRAPERS AND HAVE ACCESS TO EVERYTHING THEY DESIRE. HOWEVER, THE REMAINING EIGHTY PERCENT ARE FORCED TO LIVE IN INVISIBLE CAGES. HUMANITY HAS NO DREAMS, NO PURPOSE AND PEOPLE JUST CONSUME AND EXIST IN A STATE OF STAGNATION. THEY ARE CONTROLLED BY THE ONES - POWERFUL CORPORATE CEOS. THE ONES ARE ONE PERCENT OF ONE PERCENT AND ARE THE TRUE RULERS OF THIS WORLD WITH NO FUTURE. THERE IS UNLIMITED ACCESS TO DRUGS AND WEAPONS, EXTENSIVE SOCIAL PROGRAMS, AND THE THOUGHT INJECTION SYSTEM (WHICH ALLOWS THOUGHTS TO BE SHARED IN JUST THE BLINK OF SECOND).

IT ALL SOUNDS WONDERFUL, BUT IN REALITY, THESE ARE POPULATION CONTROL MEASURES.

THERE'S NO HOPE. PEOPLE DON'T BELIEVE IN ANYTHING. THE OLD RELIGIONS HAVE BEEN LOST AND NO ONE REMEMBERS WHAT'S MORAL ANYMORE. IT'S TIME TO CHANGE THIS. IT'S TIME TO CREATE A CULT WHICH UNITES THE CITIZENS OF THE CITY AND ALLOWS A TRUE FIGHT TO TAKE PLACE AGAINST THE ONES.



NEW GAME

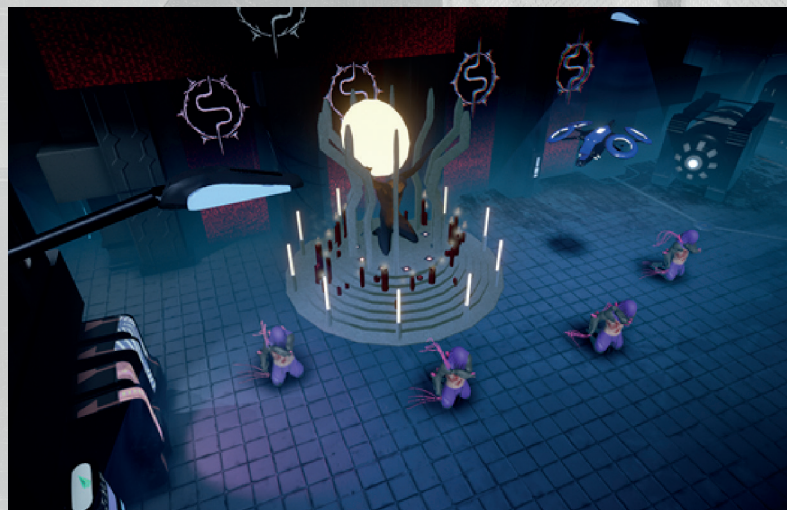
START THE CAMPAIGN WHERE YOU EXPERIENCE THE MAIN STORY OF RE-LEGION. THE GAME CONTAINS NINE MISSIONS IN WHICH YOU WILL LEAD YOUR VERY OWN CULT TO FIGHT AGAINST THE ONES. THE ONES ARE THE RULERS OF POWERFUL CORPORATIONS. YOU WILL NEED TO PROTECT YOUR FLOCK FROM BLASPHEMERS, GIVE PEOPLE HOPE AND FIND OUT THE TRUTH ABOUT THE SYSTEM.

HOW TO PLAY

IN RE-LEGION YOU DON'T BUILD A BASE AND YOU DON'T HAVE BARRACKS FOR RECRUITING TROOPS. THE CENTER OF YOUR GAMEPLAY IS THE PROPHET. THE MOST IMPORTANT PART OF YOUR MISSION IS TO SPREAD YOUR WORD AMONG THE LOST CITIZENS WHO ROAM SENSELESSLY THROUGH THE CITY. WHEN YOU CONVERT THEM, THEY WILL JOIN YOUR CULT AND BECOME LOYAL TO YOU. THE MORE BELIEVERS YOU HAVE, THE MORE POWERFUL YOUR CULT.

APART FROM TAKING THE HEARTS AND MINDS OF REGULAR PEOPLE, YOU WILL HAVE TO TAKE OVER THE ENTIRE CITY. HACK SPECIAL BUILDINGS TO GAIN CONTROL OVER DISTRICTS AND RECEIVE SOURCES OF CRYPTOCREDITS AND FAITH (WHICH ALLOW YOU TO UPGRADE YOUR FOLLOWERS INTO MORE POWERFUL UNITS). IT IS THESE THINGS WHICH WILL HELP YOU FIGHT THE CORPORATIONS AND SET PEOPLE FREE.

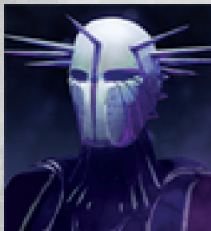
REMEMBER, EVERY DECISION DEFINES THE CHARACTERISTICS OF YOUR CULT. YOU DECIDE WHAT KIND OF A PROPHET YOU WANT TO BE.



UNITS



PROPHET ELION



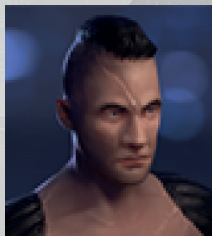
ELION IS THE PROTAGONIST AND LEADER OF THE CULT. ELON IS CHARISMATIC AND BRAVE. HE CAN ATTACK ENEMIES WITH LIGHTNING BOLTS FROM HIS MECHANICAL HAND ALLOWING HIM TO CREATE AN ELECTRIC DISCHARGE WITHIN MERE SECONDS. HE IS ABLE TO CONVERT SINGLE CITIZENS OR GROUPS THANKS TO HIS POWERFUL SERMON SKILL. HE ALSO HAS A COOL COAT.

FOLLOWERS



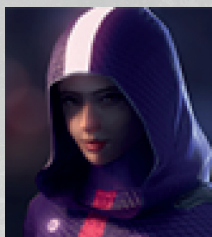
FOLLOWERS ARE BASIC AND FRAGILE UNITS CREATED BY CONVERTING CITIZENS. THEY ARE NOT THAT USEFUL IN A BATTLE BUT CAN BE ANOINTED INTO MORE POWERFUL UNITS.

FANATICS



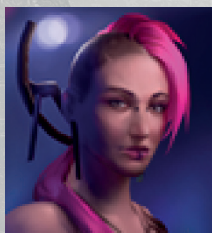
FANATICS ARE BASIC FIGHTING UNITS READY TO RIP ENEMIES INTO PIECES WITH THEIR BARE HANDS. THEY AREN'T THE TOUGHEST GUYS IN THE WORLD, BUT YOU SHOULD SEE A WHOLE BUNCH OF FANATICS ATTACKING ENEMY TROOPS. WHAT A MAGNIFICENT SIGHT.

WORSHIPERS



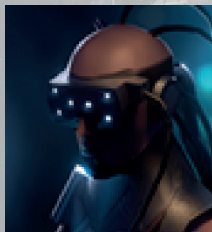
SPIRITUAL GUIDES. THEY CAN PRAY IN THE NAME OF THE PROPHET AT THE TEMPLE, GAINING FAITH POINTS FOR THE CULT. THEY CAN ALSO HELP WOUNDED UNITS ON THE BATTLEFIELD THANKS TO THEIR HEALING ABILITIES.

PREACHERS



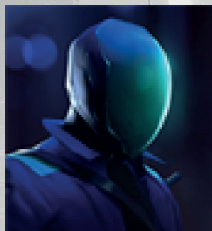
THEY SPREAD THE PROPHECY TO THE CITIZENS. THEY CAN CONVERT CITIZENS INTO YOUR FOLLOWERS PROVIDING YOU WITH MUCH NEEDED RESOURCES.

HACKERS



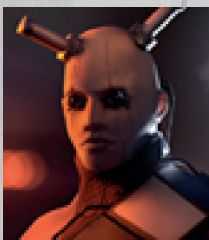
CONSOLE COWBOYS CAN HACK THE BUILDINGS CONNECTED TO THE SECTORS CONTROLLING COMPUTERS E.G. GUNSHOPS OR SERAPHS. THEY CAN EARN YOU CRYPTOCREDITS WHEN CONNECTED TO A CRYPTOBANK. THEY CAN CALL SURVEILLANCE DRONES FOR RECON AND SET UP AUTOMATIC TURRETS.

PURIFIERS



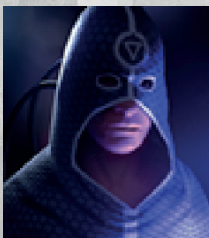
THESE RANGED UNITS ARE PERFECT WHEN IT COMES TO MASSACRING ENEMIES FROM A DISTANCE. THEY CAN PERFORM BLESSED SHOTS, WHICH DEAL A GREAT DEAL OF DAMAGE TO THE TARGET.

MARTYRS



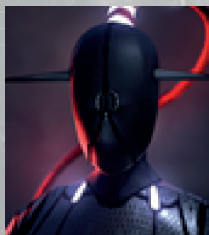
MARTYRS ARE PREPARED TO DO ANYTHING FOR THE CAUSE. THEY CAN SACRIFICE THEMSELVES IN EXPLOSIONS, DEALING MASSIVE DAMAGE TO NEARBY UNITS.

MONKS



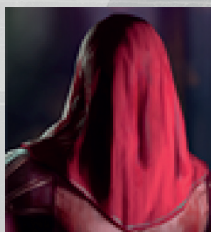
MONKS ARE WARRIORS TRAINED IN MARTIAL ARTS. THEY ARE VERY TOUGH FIGHTING UNITS AND COME EQUIPPED WITH ELECTRIC BATONS AND SHIELDS. THEIR SKILL, SHIELD OF GOD, GIVES THEM SHORT IMMUNITY ON RANGED ATTACKS.

CONFESSORS



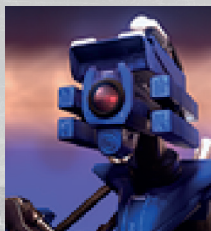
CONFESSORS ARE DANGEROUS AND DEADLY. THEY'RE EQUIPPED WITH NANO CLOAKS ALLOWING THEM TO STAY INVISIBLE TO ENEMY UNITS AND TO ASSASSINATE EVEN HIGHLY GUARDED TARGETS.

PENITENTS



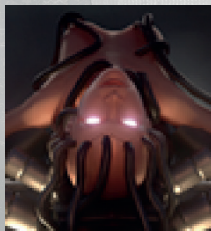
ONE OF THE MOST POWERFUL FIGHTING UNITS. THEY AREN'T AFRAID OF PAIN - THEY DESIRE IT. EQUIPPED WITH WHIPS, THEY CAN PERFORM THE MACABRE DANCE, AN AREA SMASH HIT, WHICH DEALS GREAT DAMAGE TO ANY UNIT IN THEIR PATH.

WAR MACHINES



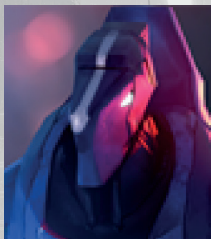
POWERFUL ARTILLERY UNITS BELONGING TO THE CORPORATIONS. THEY ARE MOSTLY USED DURING WARS.

ASCENDED ONES



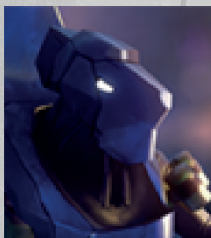
THE MOST POWERFUL AVAILABLE UNITS. THESE ARE FEMALES IN TOTAL UNITY WITH MACHINES. THEY SACRIFICED THEIR BODIES FOR THE CAUSE TO BECOME UNSTOPPABLE, KILLING MACHINES. BECAUSE MEMBERS OF THE CULT COULDN'T CONTROL THE CORPORATIONS' WAR MACHINES, THEY DECIDED TO CONNECT ARTILLERY UNITS DIRECTLY TO HUMAN BRAIN. THROUGH THIS SACRIFICE, THE ASCENDED ONES WERE BORN.

ROBOGUARDS



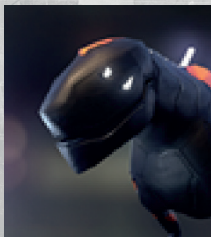
THE BASIC FIGHTING UNITS OF THE CORPORATE POLICE.

ROBOSHOOTERS



THE RANGE UNITS OF THE CORPORATE POLICE.

BLOODHOUNDS



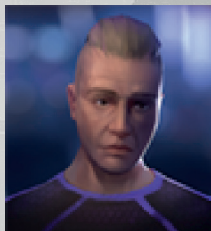
THE CORPORATIONS' ROBOTIC DOGS. THEY ARE PERFECT FOR DEALING WITH RIOTERS.

BATTLE DRONES



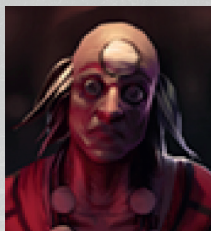
MILITARY-GRADE DRONES DESIGNED TO HANDLE COMBAT SITUATIONS.

CITIZENS



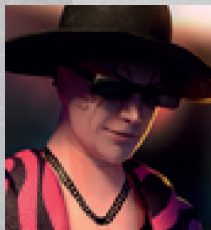
CITY DWELLERS WITH NO PURPOSE IN LIFE. THEY CAN BE CONVERTED TO YOUR RELIGION.

BLASPHEMERS



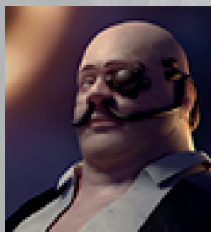
SOURCES OF MISGUIDED FAITH.

DRUG DEALERS



PEDDLERS OF AGONY WITH POCKETS FULL OF CREDITS.

CEOs



WORTH THEIR WEIGHT IN CREDITS.

SKILLS



SEMONS

INSPIRING SPEECHES FILLING ALL LISTENERS WITH FAITH. THEY USUALLY LEAD TO CITIZENS BEING CONVERTED. USING SOPHISTICATED THOUGHT-HIJACKING TECHNIQUES, THE PROPHET KNOWS EXACTLY WHAT EACH CITIZEN WANTS TO HEAR. HE EXCLAIMS VERY TARGETED SERMONS, EFFECTIVELY TOUCHING ALL THE RIGHT NOTES IN THEIR PREDICTABLE MINDS.



DRONE EXPLOSIONS

THE PROPHET SENDS ONE OF HIS DRONES TO APPROACH AN ENEMY UNIT DEALING MASSIVE DAMAGE.



AUTO HEALS

WORSHIPERS WILL HEAL NEARBY UNITS AUTOMATICALLY. THE SISTERS OF MERCY ARE A CONCEPT AS OLD AS RELIGION ITSELF. IN YOUR CULT, THEY FOLLOW THE SAME NOBLE IDEALS, BUT CONTEMPORARY TECHNOLOGY MAKES THEIR SERVITUDE FAR MORE EFFECTIVE.



AUTO CONVERSIONS

PREACHERS START TO CONVERT NEARBY NEUTRAL CITIZENS.



SURVEILLANCE DRONES

HACKERS TAKE OVER SURVEILLANCE DRONES AND USE THEM AGAINST THE ENEMY.



TURRET DEPLOYMENTS

HACKERS SET UP AUTOMATIC TURRETS TO SHOOT THE ENEMIES.



SIBLINGS IN FAITH

PREACHERS CONVERT MACHINES. ARTIFICIAL INTELLIGENCE HAS REACHED CONSCIOUSNESS LEVELS SO HIGH THAT WE CAN NO LONGER EXPLOIT IT. INSTEAD, WE MUST REACH OUT TO IT, SO THAT IT TOO MAY EXPERIENCE THE MIRACLE OF FAITH.



BLESSED SHOTS

PURIFIERS FIRE ONE POWERFUL SHOT. FOLLOWING THE PROPHET'S SPECIAL PRAYER, PURIFIERS WHISPER HOLY INCANTATIONS BEFORE AN IMPORTANT HIT. THIS ALLOWS THEM TO FOCUS AND SLOWS DOWN THEIR HEART RATE, WHICH RESULTS IN INHUMAN PRECISION.



DETONATIONS

MARTYRS DETONATE THESE AT THE PLACE OF YOUR CHOOSING. IN AN ACT OF THE MOST DEVOTED SACRIFICE, MARTYRS POUR LIQUID AND HIGHLY EXPLOSIVE BIO-FUEL STRAIGHT INTO THEIR ARTERIES. THOUGH THE PAIN OF BURNING VEINS AND A FAILING CIRCULATORY SYSTEM IS EXCRUCIATING, THEY PROUDLY WEAR THE NAME „FIRE VEINED“, WHICH IS THE HIGHEST OF HONORS AMONG THEIR RANKS.



SHIELDS OF GOD

MONKS ARE GIVEN POWERFUL ENERGY-DEFLECTING SHIELDS, WHICH PROTECT THEM FROM HARM FROM RANGED WEAPONRY.



NANO CLOAKS

SPECIAL NANO-INFUSED CLOAKS GRANT CONFESSIONS INVISIBILITY, HIDING THEM FROM PROSECUTION AND UNDESIRABLE ATTENTION.



TRAILS OF SUFFERING

PENITENTS PUT THEMSELVES IN A STATE OF GREAT ENDURANCE AND FOR A LIMITED TIME HE CANNOT DIE. ANYONE WHO CAN WITHSTAND THIS PAIN WILL BE GREATLY REWARDED IN THE AFTERLIFE.



MACABRE DANCES

THESE DANCES DEAL AREA DAMAGE TO EVERYONE IN THEIR WAKE. UPON ENTERING THE MOST FRANTIC OF FRAYS, PENITENTS MIGHT BE OVERCOME BY THEIR PAIN. THIS STATE OF ALMOST ECSTASY IS CALLED A 'MACABRE DANCE' AND IT ALLOWS THEM TO LASH OUT AT OTHERS WITH WHIPS.



FIREMODE: SIEGES

SIEGES CHANGE THE FIRING MODE OF ASCENDED ONES FROM A SINGLE TARGET ATTACK TO AN AREA OF COLLATERAL DAMAGE. ROCKETS HAIL FURY OVER FOES AND FRIENDS ALIKE.

SPECIAL BUILDINGS



SANCTUARIES

HEADQUARTERS. DESTROYING THEM WILL LEAD TO THE COLLAPSE OF THE CULT. CONTRASPLANT INC. WAS A COMPANY FOCUSED ON CLONE PRODUCTION, LATER REPURPOSED TO CREATE HEX-ED DRUG AND ADVERTISED AS A GLIMPSE INTO THE SPIRITUAL PLANE. UPLOADED DIRECTLY TO THE CEREBRAL CORTEX, THIS CAME WITH A PRICE - SEVERE BRAIN DAMAGE. TO KEEP USERS ALIVE, THEIR CONSCIOUSNESS WAS TRANSFERRED INTO NEW BODIES. AFTER MISMANAGEMENT LED TO CONTRASPLANT'S BANKRUPTCY, ITS ABANDONED FACILITIES BECAME A REFUGE FOR JUNKIES AND THE HOMELESS, COMMONLY KNOWN AS SANCTUARIES. TECHNOLOGY FROM CONTRASPLANT INC. CAN BE USED BY THE PROPHET TO KEEP HIMSELF ALIVE AND TO RESURRECT AFTER DEATH IN BATTLE.

TEMPLES

CONTAIN UPGRADES FOR PREACHERS AND WORSHIPERS. TEMPLES ENABLE THE GATHERING OF FAITH. IN A GODLESS WORLD, SIN AND PLEASURE WERE ONE AND THE SAME. THE SACRED FORM OF THE FEMALE BODY PERVERTED TO ACT AS A BEACON FOR UNHOLY PRACTICES OF DRUG ABUSE AND DEPRAVED SEX ACTS, NOW ADAPTED FOR A HIGHER, DIVINE PURPOSE. WHERE THERE WAS ONCE SIN, NOW THERE IS FAITH.

CRYPTOBANKS

CONTAIN UPGRADES FOR HACKERS. THEY ALLOW FOR THE MINING OF CRYPTOCREDITS. THE AGE OF TECHNOLOGY HAS REMOVED PIETY AND IN ITS ABSENCE LEFT A NEW CHURCH - THE CRYPTOBANK, WHERE BUSINESSMEN, CEOS, BUT ALSO HACKERS WORSHIP MONEY. SCATTERED ACROSS THE NET, EVERY DIGITALIZED CREDIT IS NOW A TARGET FOR ANY CONSOLE COWBOY BRAVE ENOUGH TO TRY TO STEAL FROM THE CORPORATIONS.

GUN SHOPS

CONTAIN UPGRADES FOR PURIFIERS AND MARTYRS. WHEN VIOLENCE IS RAMPANT IN THE STREETS AND EVERYONE CARRIES A „BOOMSTICK“, JUSTICE AND LAW BECOME EMPTY SLOGANS. CORPORATIONS SMILE WHEN THEY SEE EVEN THE SLIGHTEST DISPUTE END WITH BULLETS AND BLACK EXOPLAST BODY BAGS. JUST A TYPICAL DAY IN A CORPORATION-GOVERNED CITY - CHEAP GUNS, CHEAP THRILLS, CHEAP LIFE.

DOJOS

CONTAIN UPGRADES FOR MONKS AND CONFESSORS. CENTURIES-OLD HOLO-TEXTS MENTION MASTERS OF HAND TO HAND COMBAT - HEROES THAT CAN PACK A PUNCH STRONGER THAN A T-233 SHREDDER. SUCH STORIES PASSED ON IN CERTAIN CULTURAL ENCLAVES ALLOW PEOPLE TO CONNECT TO SOME OF THEIR LOST HERITAGE. AS INDIVIDUALS THEY STRIVE TO OBTAIN SAID POWER AS THEY EXERCISE THEIR BODIES AND MINDS.

BLACK CLINICS

CONTAIN UPGRADES FOR PENITENTS AND ASCENDED ONES. A PLACE WHERE ALL YOUR DERANGED DREAMS COME TRUE. FROM PERFORMING BOOB JOBS AND PENIS ENLARGEMENTS BY DAY TO HARDCORE BODY MODIFICATIONS BY NIGHT FOR THOSE WITH ENOUGH CREDITS. ONLY HERE IS ONE ABLE TO REPLACE BOTH ARMS WITH DECOMMISSIONED MILITARY SERVO-ARMS. THOSE WHO SURVIVE THE PROCEDURE MAY BECOME SOMETHING MORE... BUT THEY'LL BE LESS HUMAN.

SERAPHS

PROVIDE CONTROL OVER THE SECTOR. SERAPHS USED TO ACT AS GUARDIANS FOR THE PERSECUTED IN TIMES WHEN RELIGION EXISTED IN THE WORLD. YET, AS THE WAR WITH UNDESIRE CULTS ENDED, AND THE CORPORATIONS STOOD VICTORIOUS, MONUMENTS WERE LEFT TO CRUMBLE AND DECAY, REMINDING PEOPLE OF WHAT WILL HAPPEN TO THOSE WHO OPPOSE THEIR WILL. NOW, THEIR WINGS BEAM WITH LIGHT ONCE AGAIN AS THEY VALIANTLY STAND AS SYMBOLS OF DEFIANCE AND SPIRITUAL AWAKENING.

CREEDS



AT THE BEGINNING OF THE GAME YOU HAVE TO CHOOSE THE CREED OF YOUR CULT. THIS DEFINES THE POSSIBLE DOGMA PATHS.

THERE ARE THREE CREEDS IN RE-LEGION:

CRYPTOCOMMANDMENTS



GOSPEL AND WORSHIP. CRYPTOCOMMANDMENTS EMBRACE THE TERMS AND CONDITIONS PASSED BY THE PROPHET THROUGH CIRCUIT-FIBERS OF THE T.I.S. NETWORK. THEY PREACH STRENGTH THROUGH UNITY, PERSONAL SURRENDER FOR THE BENEFIT OF THE CONGREGATION AND EQUALITY OF ALL USERS OF THE HEXADECIMAL BLOCKCHAIN IN THE FACE OF GOD. USERS ARE OBLIGED TO SPREAD THE WORD OF THE PROPHET.

NEUROMISTICISM



SUBMISSION TO THE LEADER AND AUGMENTATIONS IN HIS IMAGE. MYSTERIOUS RELATION BETWEEN RITUALS AND TRANSCENDENCE PERSONIFIED IN THE PROPHET - WORSHIPPED AS A MANIFESTATION OF GOD'S WILL AND THE REVEALER OF THE DIVINE TRUTH. NEUROMISTICS PREACH SUBMISSION TO THE PROPHET AND PURSUE ILLUMINATION THROUGH COGNITIVE AND PERCEPTUAL ENHANCEMENTS AS THEY ALLOW BETTER UNDERSTANDING OF HIS WILL.

CYBEROCCULTISM



STRENGTH COMES FROM WITHIN - THROUGH ENHANCEMENTS AND COMBAT ONE ATTAINS INFINITY. THIS IS A SET OF BELIEFS BUILD ON ASSUMPTIONS THAT ALL TECHNOLOGY COMES FROM GOD AND SURVIVAL OF THE FITTEST IS HER WAY OF DISTINGUISHING THOSE WORTHY OF ASCENSION. CYBEROCCULTISTS REJECT ANY LIMITATION TO INDIVIDUAL FREEDOM. THEY PRAISE SELF-BETTERMENT THROUGH BODY ENHANCEMENTS AND THE STUDY OF ARCAINE KNOWLEDGE HIDDEN BETWEEN THE ONES AND ZEROS OF BINARY CODE (CONSIDERED TO BE THE LANGUAGE OF GOD).

DOGMAS

DEPENDING ON YOUR CHOSEN CREED YOU WILL HAVE ACCESS TO DIFFERENT DOGMAS, WHICH WILL HELP YOU SHAPE YOUR RELIGION AND UNLOCK SPECIAL ABILITIES AND UPGRADES. THEY ARE DESCRIBED BELOW:



BOILING BLOOD

A NEAR-DEATH NONROBOTIC ENEMY WILL INSTANTLY EXPLODE - CAUSING DAMAGE TO SURROUNDING UNITS. SPECIALLY PROGRAMMED NANOBOTS - UPON BUT THE SLIGHTEST GESTURE OF THE TRUE PROPHET IT CAN PENETRATE THE BODY OF HIS ENEMIES. THE FLESH RUPTURES AND MINDS BREAK AS IF THEY WERE DISCARDED TOYS.



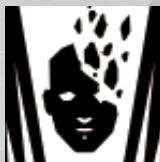
INSANITY

ALL UNITS IN A CHOSEN AREA BECOME UNCONTROLLABLE AND START TO FIGHT EACH OTHER FOR A SHORT PERIOD OF TIME. THE PROPHET PLANTS A SEED OF INSANITY INTO THE MIND OF HIS ENEMIES. CAREFULLY CULTIVATED, IT MANIFESTS WHEN THE ENEMY IS LEAST PREPARED. BEFORE THEY HAVE A CHANCE OF COMING TO THEIR SENSES, CHAOS TAKES ITS TOLL.



GOD IS WITH US

ALL UNITS RECEIVE AN ADDITIONAL COMBAT BOOST. "I REMEMBER THIS BATTLE ALL TOO WELL. FIGHTING TO NEAR EXHAUSTION, I WAS ABOUT TO FALL TO OUTNUMBERING ENEMIES. BUT THEN, I CAUGHT A GLIMPSE OF HOPE - THE PROPHET HIMSELF LOOKED AT ME IN THE CHAOS OF BATTLE. SUDDENLY, I FELT THE STRENGTH RETURN TO MY FEET. NEARLY DEAD JUST A FEW MOMENTS EARLIER, I NOW FELT LIKE I COULD TAKE ON THE WHOLE ENEMY CULT BY MYSELF."



SACRIFICE

UNITS PERFORM A SACRED RITUAL THAT GRANTS YOU FAITH IN EXCHANGE FOR THEIR LIVES. THOUGH FLESH MAY TEAR AND WEAR DOWN, THE SPIRIT LIVES ON. SUCH IS THE MOTIVATION OF THOSE WHO WILLINGLY GIVE UP THEIR BODIES. THEIR MINDS AND THE ESSENCE OF THEIR SOULS REMAIN INTACT, FOREVER BOUND TO THE CULT'S MAINFRAME.



CEREBRAL CHANNELS

UNITS ARE LESS SUSCEPTIBLE TO HOSTILE CONVERSIONS. SPECIAL CHIPS IMPLANTED IN YOUR FOLLOWERS' HEADS HELP TO SHAPE AN INFORMATION CHANNEL SO THAT ALL INTEL FLOWS RAPIDLY BETWEEN EVERY CULT MEMBER.



MULTITHREADED GURU

THE PROPHET GRANTS AN ADDITIONAL POPULATION LIMIT. THE PROPHET SIMULTANEOUSLY TALKS WITH EVERY CULTIST, OFTEN PUSHING HIS MULTITHREADING BRAIN IMPLANT TO THE LIMIT. AMONG HIS FOLLOWERS, NO ONE IS EVER LONELY.



MIRACLE OF MUTATION

ALL UNITS SLOWLY REGENERATE THEIR HP. NEUROBIOLOGY IS AMONG THE MOST RECOGNIZED MIRACLES OF THE PROPHET. THANKS TO THE ARCANES TRUTH OF BIOENGINEERING, THE FLESH OF HIS FOLLOWERS MENDS ITSELF... SO THAT THEY MIGHT NEVER KNOW DEATH.



NANOFIBERS

THE PROPHET'S COMBAT STRENGTH, ARMOR AND HEALTH ARE PERMANENTLY INCREASED. MILITARY-GRADE ENHANCED NANOFIBERS ARE THREADED INTO THE PROPHET'S MUSCLES, PROVIDING THEM WITH A VAST INCREASE IN STRENGTH AND FLEXIBILITY.



GOD'S RAY

FIRES A POWERFUL ENERGY RAY AT THE TARGET POSITION. "AND THUS SAID THE PROPHET: 'FIRE AT WILL'. AND THE SCREAMING GODS UNLEASHED THEIR VOICES TOWARDS OUR ENEMIES, SILENCING THEM IN AN EAR-SHATTERING EXPLOSION AND BLINDING LIGHT. ONLY THE ECHO OF THE BLAST RESOUNDED ON THE BATTLEFIELD, WHERE WE NOW STOOD VICTORIOUS".



AURA

TEMPORARY BOOST TO THE PROPHET'S COMBAT STRENGTH, ARMOR AND HEALTH. SEEING THE PROPHET ENTER THE FRAY IN PERSON IS ALWAYS A SPECTACLE TO BEHOLD. THE AIR AROUND HIM SEEMS TO TIGHTEN, THE GROUND UPON WHICH HE WALKS CRACKS, AND THE AIR IS SOON FILLED WITH THAT RESTLESS FEELING, AS IF A LIGHTNING STORM IS JUST ABOUT TO BEGIN.



MERCY

CONVERTS AN ENEMY UNIT THAT IS BELOW X% OF ITS HP. THE GODS TAKE NO JOY IN SEEING LIFE TAKEN AWAY LIGHTLY. THE PROPHET FOLLOWS THEIR GUIDANCE, ALWAYS OFFERING HIS ENEMIES A LAST CHANCE TO REDEEM THEMSELVES UPON THE VERGE OF THEIR DEATHS. THROUGH A MASK OF BENEVOLENCE, HE USES INTRICATE PSYCHOLOGY LEVERAGES, CONVINCING FORMER ENEMIES TO JOIN HIS CULT.



DEATH IS AN ILLUSION

THE FAITH OF A FALLEN CULTIST IS NOT LOST FOLLOWING THEIR DEATH. DEATH NEVER TOUCHES ANY OF THE PROPHET'S FOLLOWERS. THE FAILURE OF THEIR BODILY SHELLS IS NOT A TRUE END, AS THEIR CONSCIOUSNESS IS TRANSFERRED TO ALL OTHER CULTISTS, THUS IMMORTALIZING THEIR SOULS. THEY EVEN PASS ON THEIR WISDOM TO THOSE STILL ON EARTHLY PLANE.



UPDATED DOCTRINE

THE FAITH CAPACITY OF ALL CULTISTS IS INCREASED. THE PROPHET HIMSELF USES HIS MIND TO CONTINUALLY REINSTATE THE FOUNDATIONS OF HIS RELIGION, SO THAT NO LIES OR CONTRADICTIONS CAN EVER LINGER IN THE HOLY DOCTRINE. HIGHLIGHTING THE MOST SUBTLE OF NUANCES, HE IS ABLE TO CLEANSE HIS TEACHINGS OF IDEAS THAT COULD PROVE TO BE HARMFUL IN THE FUTURE.



FAVORING GAZE

AN ARMOR BOOST TO ALL UNITS IN A SPECIFIED AREA. LOYAL FOLLOWERS WILL DO ANYTHING AND EVERYTHING TO IMPRESS THEIR PROPHET. HIS MERE PRESENCE ON THE BATTLEFIELD MAKES THEM SHINE AS EXAMPLES OF COMBATIVE FIERCENESS.



ABSOLUTION

LOWERS THE CONVICTION OF ALL HOSTILE UNITS. THE MAIN GOAL OF THE CULT IS TO SHOW PEOPLE THE TRUE WAY. EVEN THOSE WHO HAVE SINNED BY CHOOSING OTHER GODS NEED TO BE GIVEN A CHANCE. FOCUSING ON SUCH LOST SHEEP WILL MAKE PREACHING MORE EFFECTIVE.

MANAGEMENT/ECONOMY



EVEN IF YOU DON'T BUILD MINES, FARMS OR BARRACKS IN RE-LEGION YOU NEED TO TAKE CARE OF VARIOUS RESOURCES: POPULATION, CRYPTOCREDITS AND FAITH.



POPULATION

THE MOST IMPORTANT RESOURCE IN YOUR CULT ARE YOUR PEOPLE - YOUR FOLLOWERS. BUT EVERY PROPHET NEEDS TO REMEMBER TO NOT DEVELOP TOO QUICKLY, BECAUSE IT'S IMPOSSIBLE TO CONTROL TOO MANY FOLLOWERS. AT THE BEGINNING OF EVERY MISSION YOU HAVE A LIMIT AS TO THE NUMBER OF PEOPLE YOU CAN CONVERT TO YOUR RELIGION. YOU MAY INCREASE THE NUMBER OF POSSIBLE FOLLOWERS BY TAKING OVER SECTORS. BUT WHEN YOU REACH THIS LIMIT, YOU CAN'T CONVERT MORE CITIZENS.



CRYPTOCREDITS

EVERYTHING HAS A PRICE. SOME UPGRADES FOR YOUR UNITS MAY COST A SPECIFIC AMOUNT OF MONEY – KNOWN IN THE GAME AS CRYPTOCREDITS. YOU HAVE TWO WAYS TO OBTAIN THEM. THE FIRST (AND MOST PREFERABLE) WAY IS TO HACK A CRYPTOBANK FOR AN UNLIMITED SOURCE OF CASH. REMEMBER TO PROTECT YOUR CRYPTOBANKS OR YOU WILL LOSE A FOUNT OF PRECIOUS CRYPTOCREDITS. THE SECOND POSSIBILITY IS TO FIND AND KILL CEOS OR DRUG DEALERS, WHICH WILL PROVIDE YOU WITH SINGLE SMALL (DRUG DEALERS) OR LARGE (CEO) CASH PAYMENTS.



FAITH

TRUE FAITH IS MORE VALUABLE THAN ANY FIREPOWER. YOU NEED TO TAKE CARE OF YOUR FLOCK'S LEVEL OF FAITH. IT ALLOWS YOU ACCESS TO GREAT UPGRADES AND SPECIAL SKILLS. YOU CAN GAIN FAITH BY HACKING TEMPLES AND SET SOME WORSHIPERS ONTO IT, SO THEY MAY PRAY IN YOUR NAME, WHICH WILL PROVIDE YOU AN UNLIMITED FOUNT OF FAITH. YOU CAN ALSO OBTAIN FAITH BY KILLING BLASPHEMERS.

COMBAT/STRATEGIES

NO MATTER HOW PEACEFUL YOUR CULT, YOU CAN'T AVOID A FIGHT. HERETICS, INFIDELS, BLASPHEMERS, CORPORATIONS, ROBOPOLICE AND THE ONES - ALL OF THEM ARE YOUR ENEMIES AND IF THEY DON'T WANT TO LISTEN YOUR WORDS THEN THEY WILL LISTEN TO YOUR SWORD.

YOUR FOLLOWERS, ONCE ANOINTED, CAN BECOME A REGULAR ARMY IF YOU LEAD THEM PROPERLY. REMEMBER THAT YOUR BELIEVERS ARE DIVIDED BETWEEN MELEE FIGHTERS, RANGE FIGHTING UNITS AND POWERFUL ARTILLERY. FIGHTING UNITS ARE PERFECT AGAINST SHOOTING UNITS BUT SHOOTING UNITS CAN EASILY TAKE DOWN A WHOLE SQUAD OF CORPO DRONES, WHICH IN TURN CAN MASSACRE FIGHTING UNITS. EVERY UNIT HAS ITS STRENGTHS AND WEAKNESSES AND USING THEM PROPERLY MAY LEAD YOU TO VICTORY.

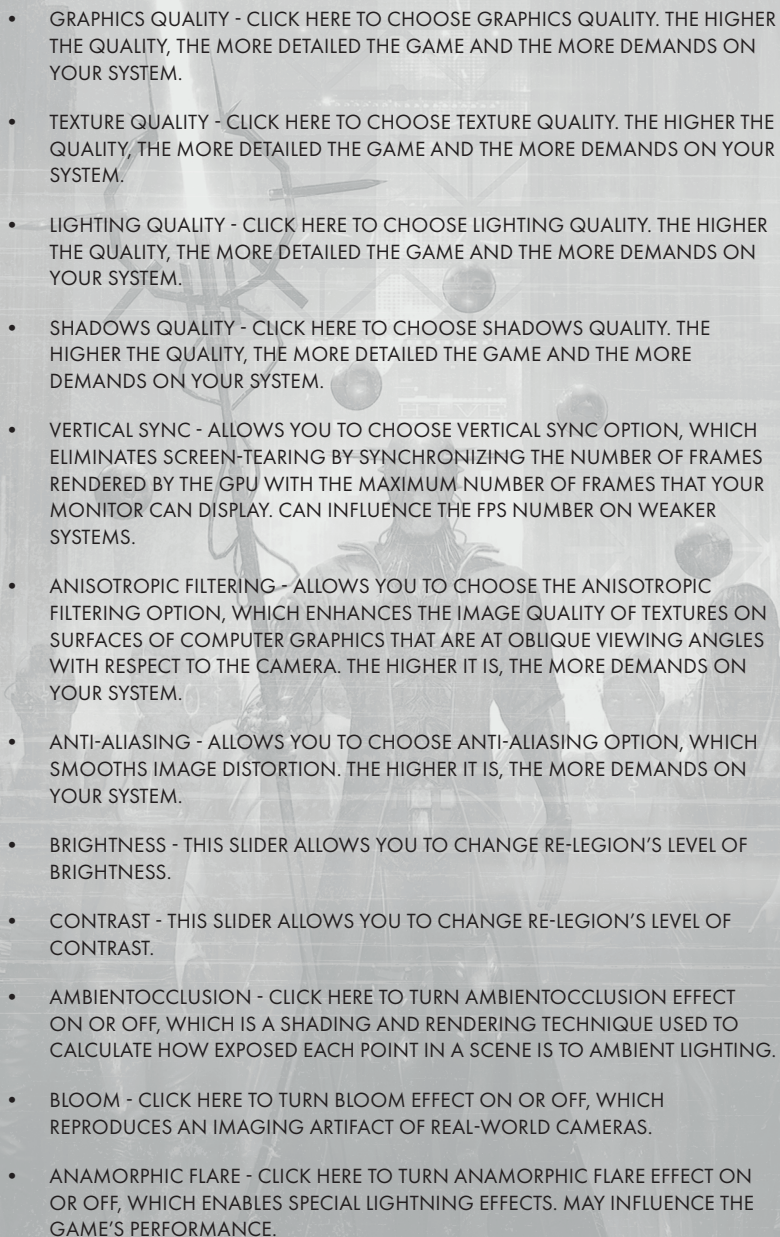
CONTROLS

- SELECT THE UNIT/BUILDING/SKILL - MOUSE LEFT-CLICK
- ATTACK/CONVERT/HACK - MOUSE RIGHT-CLICK
- SELECT MORE UNITS - MOUSE LEFT-CLICK DRAG
- SELECT UNITS OF THE SAME TYPE - MOUSE LEFT-DOUBLE-CLICK
- MOVE THE CAMERA - WASD
- ROTATE THE CAMERA - Q/E
- TOGGLE SQUAD TYPE - TAB
- QUICK SKILL SELECTION - R/T/Y/F/G/H
- SELECT THE PROPHET - SPACE
- CENTER CAMERA ON SANCTUARY - Z
- CENTER CAMERA ON ATTACKED ENTITY - X
- CENTER CAMERA ON SELECTED UNIT - C
- CREATE SQUAD - LEFT CTRL + 1-9
- SELECT SQUAD - 1-9
- ADD/REMOVE A UNIT FROM SELECTION - LSHIFT + MOUSE LEFT-CLICK
- SELECT VISIBLE ATTACKING UNITS - F1
- SELECT ATTACKING UNITS - F2
- SELECT ALL FOLLOWERS - F3
- SELECT A FOLLOWER - F4
- TOGGLE HP AND FAITH BARS - ALT
- PAUSE - ESC

SETTINGS

CLICK ON "SETTINGS" IN THE MAIN MENU TO OPEN RE-LEGION'S OPTIONS MENU. HERE, THE GAME'S GRAPHICS, SOUND AND LANGUAGE OPTIONS CAN BE TWEAKED TO YOUR PREFERENCES.

- LANGUAGE - ALLOWS YOU TO CHANGE TEXT LANGUAGE FROM 8 AVAILABLE OPTIONS.
- CAMERA EDGE SCROLL - CLICK HERE TO TURN CAMERA EDGE SCROLL OPTION ON OR OFF.
- MOUSE EDGE SCROLLING SPEED - HERE YOU CAN EDIT MOUSE EDGE SCROLLING SPEED.
- DEFAULT UNIT BARS DISPLAY - CLICK HERE TO TURN DEFAULT UNIT BARS DISPLAY ON OR OFF.
- MASTER VOLUME - ALLOWS YOU TO CHANGE RE-LEGION'S MASTER VOLUME.
- MUSIC VOLUME - ALLOWS YOU TO CHANGE RE-LEGION'S MUSIC VOLUME.
- GAMEPLAY SFX VOLUME - ALLOWS YOU TO CHANGE RE-LEGION'S SOUND EFFECTS VOLUME.
- VOICE VOLUME - ALLOWS YOU TO CHANGE RE-LEGION'S VOICE VOLUME.
- INTERFACE SOUNDS - CLICK HERE TO TURN INTERFACE SOUNDS ON OR OFF.
- DISPLAY RESOLUTION - ALLOWS YOU TO CHANGE THE RE-LEGION'S RESOLUTION. THE HIGHER THE RESOLUTION, THE MORE DEMANDS ON YOUR SYSTEM.
- FULLSCREEN - ALLOWS YOU TO CHANGE THE DISPLAY METHOD OF RE-LEGION. YOU CAN CHOOSE OPTIONS INCLUDING FULLSCREEN, BORDERLESS OR WINDOWED.
- SELECT MONITOR - ALLOWS YOU TO CHOOSE ON WHICH MONITOR YOU WANT TO PLAY IF YOU HAVE MORE THAN ONE.

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- GRAPHICS QUALITY - CLICK HERE TO CHOOSE GRAPHICS QUALITY. THE HIGHER THE QUALITY, THE MORE DETAILED THE GAME AND THE MORE DEMANDS ON YOUR SYSTEM.
 - TEXTURE QUALITY - CLICK HERE TO CHOOSE TEXTURE QUALITY. THE HIGHER THE QUALITY, THE MORE DETAILED THE GAME AND THE MORE DEMANDS ON YOUR SYSTEM.
 - LIGHTING QUALITY - CLICK HERE TO CHOOSE LIGHTING QUALITY. THE HIGHER THE QUALITY, THE MORE DETAILED THE GAME AND THE MORE DEMANDS ON YOUR SYSTEM.
 - SHADOWS QUALITY - CLICK HERE TO CHOOSE SHADOWS QUALITY. THE HIGHER THE QUALITY, THE MORE DETAILED THE GAME AND THE MORE DEMANDS ON YOUR SYSTEM.
 - VERTICAL SYNC - ALLOWS YOU TO CHOOSE VERTICAL SYNC OPTION, WHICH ELIMINATES SCREEN-TEARING BY SYNCHRONIZING THE NUMBER OF FRAMES RENDERED BY THE GPU WITH THE MAXIMUM NUMBER OF FRAMES THAT YOUR MONITOR CAN DISPLAY. CAN INFLUENCE THE FPS NUMBER ON WEAKER SYSTEMS.
 - ANISOTROPIC FILTERING - ALLOWS YOU TO CHOOSE THE ANISOTROPIC FILTERING OPTION, WHICH ENHANCES THE IMAGE QUALITY OF TEXTURES ON SURFACES OF COMPUTER GRAPHICS THAT ARE AT OBLIQUE VIEWING ANGLES WITH RESPECT TO THE CAMERA. THE HIGHER IT IS, THE MORE DEMANDS ON YOUR SYSTEM.
 - ANTI-ALIASING - ALLOWS YOU TO CHOOSE ANTI-ALIASING OPTION, WHICH SMOOTHS IMAGE DISTORTION. THE HIGHER IT IS, THE MORE DEMANDS ON YOUR SYSTEM.
 - BRIGHTNESS - THIS SLIDER ALLOWS YOU TO CHANGE RE-LEGION'S LEVEL OF BRIGHTNESS.
 - CONTRAST - THIS SLIDER ALLOWS YOU TO CHANGE RE-LEGION'S LEVEL OF CONTRAST.
 - AMBIENTOCCLUSION - CLICK HERE TO TURN AMBIENTOCCLUSION EFFECT ON OR OFF, WHICH IS A SHADING AND RENDERING TECHNIQUE USED TO CALCULATE HOW EXPOSED EACH POINT IN A SCENE IS TO AMBIENT LIGHTING.
 - BLOOM - CLICK HERE TO TURN BLOOM EFFECT ON OR OFF, WHICH REPRODUCES AN IMAGING ARTIFACT OF REAL-WORLD CAMERAS.
 - ANAMORPHIC FLARE - CLICK HERE TO TURN ANAMORPHIC FLARE EFFECT ON OR OFF, WHICH ENABLES SPECIAL LIGHTNING EFFECTS. MAY INFLUENCE THE GAME'S PERFORMANCE.



FEEDBACK

IF YOU HAVE ANY COMMENTS, QUESTIONS OR FEEDBACK,
FEEL FREE TO EMAIL US AT [**INFO@ICECODEGAMES.COM**](mailto:INFO@ICECODEGAMES.COM) OR AT
[**SUPPORT@1CPUBLISHING.EU**](mailto:SUPPORT@1CPUBLISHING.EU)

THANK YOU FOR CHOOSING RE-LEGION.

HAVE FUN!



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