

ANGELS OF MARS

Manual Version 1



In the ancient times of the Angel Wars, a renegade heroine, 'Azrazella' has, after many conflicts with the forces of the Angel Empire has discovered numerous mysteries, one of these mysteries being the location of an outpost on a dying planet which has in the not too distant past has endured a terrible apocalypse. The planet is currently being used by the Angels as a prison of sorts to detain and torture defeated rebels from the 'First Rebellion'.



Azrazella has managed to get to the Outpost using a wormhole discovered in the tunnels beneath Wastelands of Azazael. She must find and free as many prisoners as she can. When she has rescued a certain priestess from the basement of the Monastery she can use the wormhole matrix to return to Earth.



Getting Started with Angels of Mars

First thing to do is to find the Navigation Device, this is a compass of sorts and will help you throughout the game. it is located inside a humble dwelling close to where you enter the game. Once you have the Navigation Device you need to head for the blue flame beacons, these are indicators on where you should be going. once you reach one it will change to a regular flame and the next beacon will appear on the Navigation Device.

There are also yellow fires on the Navigation Device. These are markers for something that may aid you, such as friendly characters who may join your warband.

When you first enter the game you will not have any weapons and will therefore have to rely on recruited allies to do your fighting for you. There is a Tutorial level included and an arena level to practice melle fighting.



Finding the Navigation Device



A Blue Flame Beacon



Recruiting



Recruiting

Symbols on the Navigation Device



Location of an Archon or Demiurge



Location of Arrows of Desire



Location of a Priestess



Location of a Prisoner



Location of Waypoint



Location of escaped rebel or
place of interest



Location of Magic Power up



Location of Friendly



Location of Enemy



Keybindings

Forward:	W	or	↑
Back:	S	or	↓
Left:	A	or	←
Right:	D	or	→



Flight

Wings:	F
Up:	Q
Down:	E
Crouch:	C
Jump:	Space
Jump back:	Alt
Roll:	Alt and WASD
Video Options:	V
Playlist:	Z
Save and Load:	Z
Compass:	J (toggle)
Tutorial Notes:	K
Combat Mode:	R (toggle)
Drink Health:	G

Sword:

Select Sword:	6
Basic Attack:	LMB
Thrust:	LMB and Control
Heavy Attack:	LMB and Shift
Parry:	CMB
Block:	RMB

**Bow:**

Select Bow: 7
 Draw: LMB
 Fire: Release LMB
 Aim: LMB then RMB
 Un-draw: R

Magic:

Select Magic: 9

Select Spell:

Fire Projectile: 1
 Ground Explosion: 2
 Electrical Force: 3
 Teleport: 4
 Heal: 5

Draw: LMB
 Fire: Release LMB
 Aim: LMB then RMB

With Electrical Force or Heal use with LMB

Command Warband

Ensure that Num key is down

Priestess of Prisoner to Follow: 1
 Priestess of Prisoner, to Go To: 3
 Archer to Follow: 4
 Archer to Go To: 7

Troll to Follow: 5
Troll to Go To: 8
Infantry to Follow: 6
Infantry to Go To: 9
All Spread Out: 2

Pause Game: I or Esc
Quick Save: P
Quick Load: O





Soundtrack composed, written, performed and
recorded by Tony McKormack
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Concept based on Sumerian Legends,
The Book of Enoch and other ancient sources.
Story by Tony McKormack
Game created by Tony McKormack using
Unreal® Engine 4.26.2
3d models from Epic Games Market Place
Other models created in Poser 6 and used under
interactive licence from Daz3d.com
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