





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

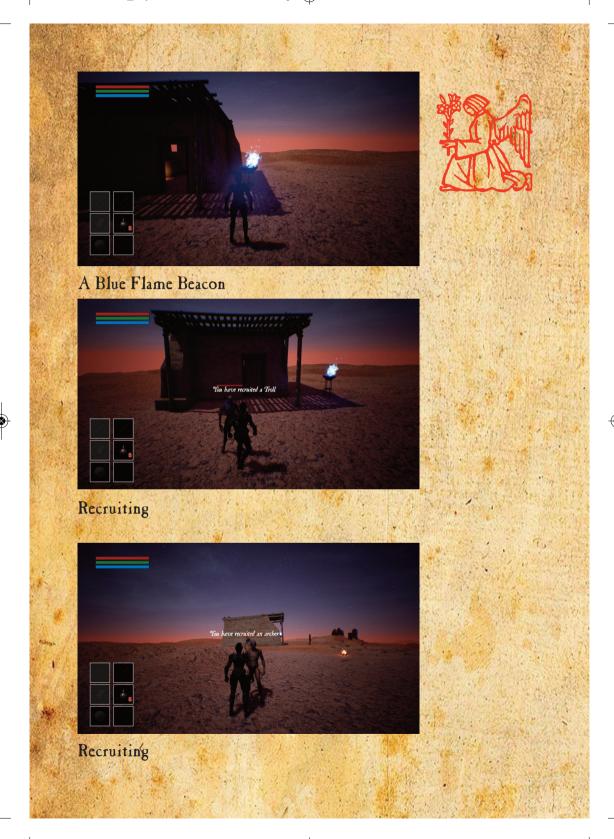
First thing to do is to find the Navigation Device, this is a compass of sorts and will help you throughout the game. it is located inside a humble dwellingclose to where you enter the game. Once you have the Navigation Device you need to head for the blue flame beacons, these are indicators on where 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.

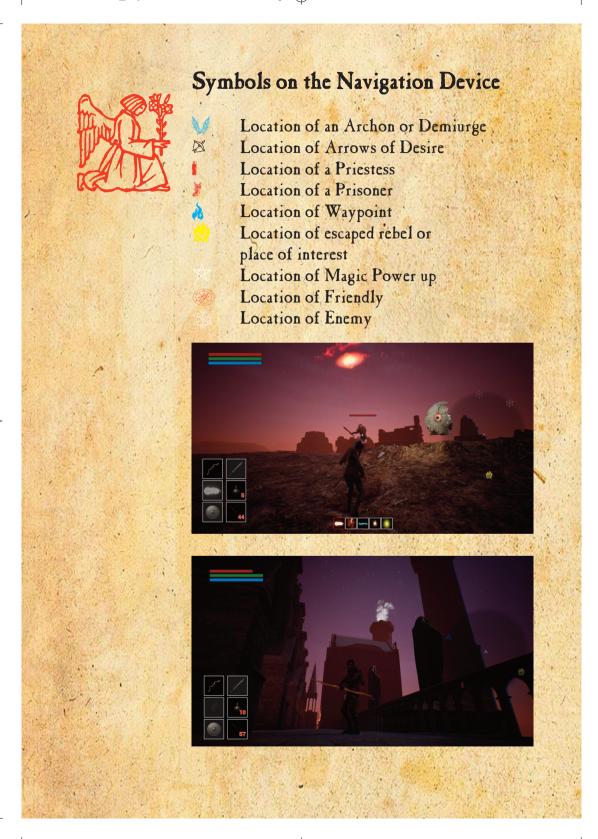
There are also yellow fires on the Navigation Device. These are mrkers for somthing that may aid you, such as friendly characters who may join your warband.

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 and an arena level to practice melle fighting.



Finding the Navigation Device





Keybindings

Forward: W or ↑
Back: S or ↓
Left: A or ←

Right: D or -

Flight

Wings: F Up: Q

Down: E

Jump: Space
Jump back: Alt

Roll: Alt and WASD

Video Options: V
Playlist: Z
Save and Load: Z

Compass: J (togglè)

Tutorial Notes: K

Combat Mode: R (toggle)

Drink Health:

Sword:

Select Sword: 6
Basic Attack: LMB

Thrust: LMB and Control

Heavy Attack: LMB and Shift

Parry: CMB & RMB









Bow:

Select Bow:

Draw: LMB

Fire: Release LMB

LMB then RMB

Un-draw: R

Magic:

Aim:

Select Magic:

Select Spell:

Fire Projectile: 1

Ground Explosion: 2

Electrical Force: 3

Teleport:

Heal:

Draw: LMB

Fire: Release LMB
Aim: LMB then RMB

With Electrical Force or Heal use with LMB

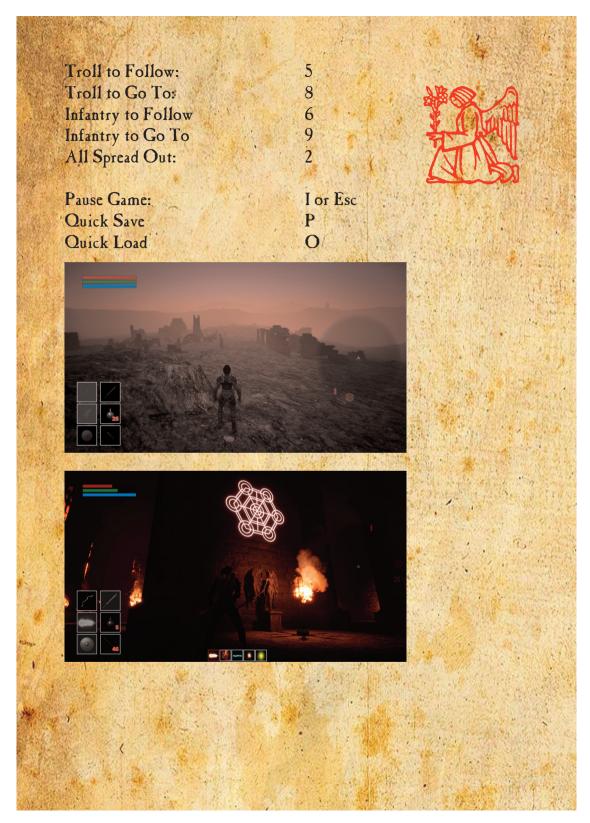
Command Warband

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:









Soundtrack composed, written, performed and recorded by Tony McKormack Recorded at Gallows Lane Studios, Gloucester UK Copyright Tony McKormack

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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