PENUMBRA

BLACK PLAGUE

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Getting Started

Minimum Requirements

Please check so that your system meets the following minimum requirements:

Windows XP/2K
1.5 Ghz CPU
512 MB RAM
800MB Disk space
CD-ROM
ATI Radeon 8500 / NVidia GeForce3 Ti (Geforce 4MX not supported)
Keyboard/Mouse

Update drivers

To get the best possible experience of your game please make sure that your system has the latest system updates.

Download the latest windows update.
http://windowsupdate.microsoft.com/

Download the latest graphics card driver. What drivers you need depends on your graphics card. Please consult your computer's manual for more information. Most common manufacturers are:
Nvidia:
ATI: http://ati.amd.com

Download the latest sound card drivers. What drivers you need depends on your sound card. Please consult your computer's manual for more information. Most common manufacturers are:
Creative: http://www.creative.com/
Realtek: http://www.realtek.com.tw/

See if there are any updates for Penumbra: Black Plague. These can be found at:
http://updates.frictionalgames.com

If you have any more hardware issues please consult FAQ section of this manual or go to http://support.frictionalgames.com.

Installation

To install Penumbra: Black Plague please insert the disk into your CD / DVD drive. If autorun is enabled the installation should begin automatically.

If the installation program is not launched automatically, you can browse your computer's CD-ROM or DVD-ROM drive where the Penumbra Black Plague is inserted and double click on setup.exe located in the root of the drive. To find the drive locate My Computer and look for the volume named Penumbra Black Plague.

Once the installation program has started follow the instructions and once installation is completed the game can be found in the start menu at Start / Programs /Penumbra - BP/. Click on Start Game and Penumbra: Black Plague will be launched.

Introduction

Enter the dark world of Penumbra: Black Plague, an ominous place where horrors lurk behind every corner and you are all alone in the darkness trying to survive. In penumbra all things are not what they seem and you need to be careful during your exploration. Danger might be where you least expect it to.

The story Penumbra: Black Plague evolves around Philip, who recently got a letter from his assumed to be dead father. Following leads from the letter he tracks down his father's last know location to a place in the frozen wastelands of Greenland. Philip decides to go there, desperate to find out more about the father he never knew.

Arriving at Greenland Philip heads out to the great white wilderness and is soon caught in a blizzard. Struggling for his life he stumbles upon a metal hatch and being his only chance of survival he decides to go down. Beneath the hatch is finds a network of old mining tunnels and for some reason he can sense that it is all connected to his father.

Exploring the dark tunnels Philip starts unravelling their dark and mysterious past. Apparently some there has been some strange force buried here that have made men go insane and has started to mutate the last inhabitants of the mine. It also seem like some strange sect has been making experiments around this strange force.

Then as Philip find what seem to be a recently made structure down in the mind, he is attacked from behind and dragged into the darkness…

Playing the game

Main Menu

The main menu is the first thing seen when launching the game, it can also be reached during the game by pressing the Escape button. Navigation is done by left clicking on the different choices. Some options can be increased and decreased and you do that by using left and right mouse button. Left mouse button increases values, and right decreases.

Monitor Setup

When you start the game for the first time a screen detailing how to set up your monitor pops up. For maximum enjoyment of the game please follow these instructions.

New Game

Press here to start a new game. You will get a choice of three difficulties, normal is the recommended way to play the game, easy will make sneaking and enemy encounters a lot easier and hard will make combat more challenging. Easy is only intended for beginners and almost everyone should be able to play the game at normal.

Note that the difficulty can be adjusted at any point during the game by going into the game category in the options menu.

The first time you select New Game you will be asked if you would like to play the tutorial, it is recommended that you do as it contains valuable information on how to interact with the game world.

Tutorial

This choice only appears after you have played at least one game. It will let you play the tutorial again or play it for a first time if you choose no when starting a new game the first time.

Load Game

Loads a previously saved game. Note that there are different categories for savegames saved automatically and at save spots. Saves in these categories will be overwritten after a while but can be moved to Favourite Saves where they will never be overwritten.

Continue

This option will only popup when there is a previously saved game available. It will load the most recent save (of any category).

Back to Game

Appears when there is a game in progress and will return you to the game.

Exit

Exits the game.

Options Menu

The options menu is accessed through the main menu, and contains several ways in which the game can be tweaked to get the best possible experience.

Controls

Here the default controls can be changed to suit your preferences. If you want to reset to the default controls at any point, click on the Reset to Defaults button. You can also setup how sensitive you want the mouse to be and if you want crouch to end when you release the crouch key instead of having the default toggle.

Game

Contains options for changing language, difficulty, subtitles and other gameplay related properties. If you think it is hard to pickup objects a tip is turn on crosshair in this menu. Note that when changing language, save games started in another language will not be translated. Also, make sure there are voice-overs for your language before removing subtitles.

Sound

Click here to change audio volume and if hardware drivers should be used. Hardware drivers are needed for surround sound.

Graphics

Here, various graphical properties can be changed for the game in order to improve performance and customize the look to your own preferences. The advanced button takes you to even more options for experienced users. See the Hints and Tips section of this manual for some performance tips.

Controls

Penumbra: Black Plague uses standard first person controls to control the player. The following are the defaults and can be changed in the options menu.

Key	Action
W, A, S and D	Moves the player.
Shift	Hold down to run.
Control	Toggle crouch. (hold-mode can be set in options).
Space	Jump Swim up
Tab	Opens up the inventory. More information on this later on.
R	Toggle Normal- and InteractMode. InteractMode is explained later on.
Mouse	Moves the player's head. Move objects that are grabbed. Move cursor around.
Left mouse button	Interact with objects in the game. Selects options in menus. Increment values in main menu. Throws grabbed objects.

Right mouse button	Examine game objects. Cancels selections. Decrement values in main menu.
Middle mouse button	Hold to look around in Interact Mode or when using an item.
Mouse wheel	Used to pull a grabbed object toward or away from the screen.
C	Hold down while holding an object to rotate it using the mouse.
Q and E	Lean left and right.
X	Holster current tool.
F	Turns the flashlight on/off.
G	Turns the glowstick on/off.
N	Opens the notebook.
P	Opens the personal notes.
1,2,3,…, 8 and 9	Shortcut keys for the inventory. This is explained in more detail later on.
Escape	Opens the main menu. Go backwards in menus, inventory and notebook.

Interaction

Almost all interaction in penumbra behaves in a physically realistic manner. Non-physical interaction includes pushing buttons, opening certain doors, climbing onto ladders and some other things. Also, please note that one might have to crouch to reach things on the floor.

Grabbing objects

You grab an object by pressing and holding down Interact (default left mouse button). To let the object go, just release the same button. If you are holding something, you can throw it away by pressing Examine (default right mouse button), while holding Interact.

Smaller objects can also be rotated by pressed Rotate (default V) while holding Interact and then moving mouse. For further accuracy objects can also be pulled closer to or further away from the screen by spinning the mouse wheel.

Examining objects

To get extra information on objects in the environment these can be examined by pressing Examine (default right mouse button). This will make a text appear that is removed by pressing either Examine or Interact.

Interact Mode

For easier interaction, Interact Mode can be entered (by default at R). This mode makes it easier to control grabbed objects and to interact with small entities. You can move the view around by dragging the cursor to the edge of the screen or you can hold down Look Mode (default middle mouse) and move the mouse.

Icons

Nothing to interact with. Only visible in InteractMode.

The player can examine the object. Note that it may be possible to interact with the object, but that it is too far away.
The eye symbol is only displayed when you have never examined an object. However, the object can still be examined even if there is no symbol. Interact Mode never removes the eye symbol though.

It is possible to interact with the object. It might also be possible to examine the object, the eye-icon is only shown when object is out of reach or not possible to interact with.

Is shown when the player is interacting with a physical object.

The object is too far away and it is not possible to interact with or examine. Only shown in InteractMode

The is picked and added to the inventory when pressing Interact.

The object is a ladder, press interact to start climbing. Forward and Backward moves you on the ladder and Jump or Interact makes you leave the ladder.

This means the object is a door. When interacting the door is opened and the player enters a new room.

Inventory

The Inventory is shown when pressing Tab.

The different items in the inventory are used by double clicking with the left mouse button on them. If you hold down the left mouse button you can drag the item around. This can be used to combine items by simply dragging and dropping one over another. Some items can also be thrown by dragging them outside the inventory and releasing the button.

To make it easier to use certain items you can drag an item to one of the 9 shortcut slots and then key 1 – 9 can be pressed ingame to use that item. This is useful for quickly equipping a tool or needed item.

You can also view your current health and flashlight power in the inventory.

Sneaking

When an enemy is nearby you must be quiet or else the creature will hear you. To do less sound when moving you can crouch (default to control). You can also use this to your advantage and distract creatures by throwing an object and then sneaking past them.

When in shadows, the enemies have a harder time seeing you. If crouching and in shadows this is shown by a faint blue glow on the screen edges. Staying still for a few seconds in this mode will put you in hidden mode, this will make you see better in the dark and become even less visible for enemies.

When an enemy is nearby, try to crouch and stay still in the shadows to avoid detection. Once a creature has discovered you, there will be little you can fight back with. It is therefore important to explore the environments at a slow pace and to lean (default using Q and E) around corners to make sure the path up ahead is clear. Leaning does not reveal your presence.

Important Items

Below is a list of some of the more important items.

Notebook
All of the notes that are found in the game are collected here. It also includes personal notes of especially interesting things collected in a "to do"-list. Shortcut key ingame is by default N.

Flashlight
Is useful when investigating dark areas. It consumes batteries and should not be used too much. Shortcut key ingame is by default F.

Glowstick
Gives the player a faint light. Not as good as the flashlight but does not use any batteries. Shortcut key ingame is by default G.

Battery
Increases the battery level. Batteries are used by the flashlight.

Painkillers
Gives the player full health.

Notebook

Open notebook by pressing the shortcut key (default is N) or using the notebook item in the inventory. You can choose whether you want to look at notes found or the to-do list. Some notes consists of several pages, you can navigate these by pressing the lower left and right corners. The notebook can be exited by either pressing Tab, N, P or Escape.

Health

Your current health is visible in the inventory and is slowly increased over time.

Saving

Saving in the game is done in two ways. The game autosaves at certain events which is shown by a bright yellow flash. You may also save by yourself at certain savespots which take the

form of ancient artefacts. To load a saved game either enter Load Game or press Continue in the Main Menu.

There is a maximum of 10 spot saves and 5 autosaves, after this the oldest save will be overwritten. If you have a save game you never want to become overwritten simply select it in Load Game and press Add to Favourites, the savegame will now be copied to Favourites and will never be written over.

Hints and tips

Penumbra: Black Plague is not your average first person game. The creatures you encounter are very deadly and you are almost always better of trying to sneak past them whenever possible.

Take it slow and be careful when you investigate environments. Clues and important items are hidden all around.

Be sure to read notes you find carefully, they might contain unvaluable information that is needed for your survival.

Search dark areas with your flashlight, glowstick or some other source of light. You never know what might be lurking in the darkness.

Some creatures will be attracted by the flashlight and others will be scared of it. Use this to your advantage.

FAQ

Q: The game will not start, what is happening?
A: 1. Check that you meet the minimum requirements.
2. Make sure that you have the latest drivers for your graphics card. (Always make you sure you uninstall the old drivers before installing the new ones).
3. Make sure that you have the latest drivers for your sounds card.

Q: The graphics have strange artefacts or look weird in some other way.
A: 1. Make sure that you have the latest drivers for your graphics card.
2. If you have an ATI card try turning off the A.I. optimisation option in Catalyst Center.
3. If you have StarDock WindowBlinds installed, try turning it off.

Q: Why is there no audio?
A: 1. Make sure you have the latest drivers for your soundcard.
2. Try resetting the audio settings in the control panel.
3. Turn off hardware sound in the options.

Q: The game is very slow. How can I make it faster?
A: 1. Choose a lower resolution in graphics.
2. Try choosing a lower shader quality in graphics.
3. Turn off post effects in graphics/advanced.
4. Turn off shadows in graphics/advanced.
5. Make sure you have the latest drivers for your graphics card!

Q: None of these answers help me!
A: Go to http://support.frictionalgames.com to get more information.

Credits

Frictional Games

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