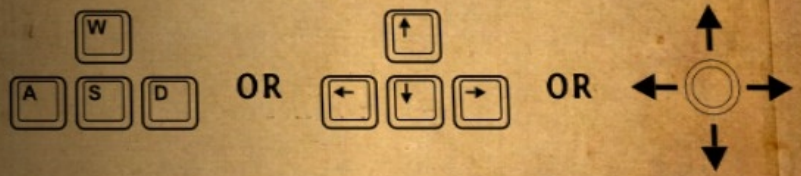
INTRODUCTION

NAVIGATION & EXPLORATION

To move around the graveyard you can use any of the following:



You mustn't leave the graveyard emptyhanded. To check your inventory for collected items, and those which you still seek, hold:



GRAVES

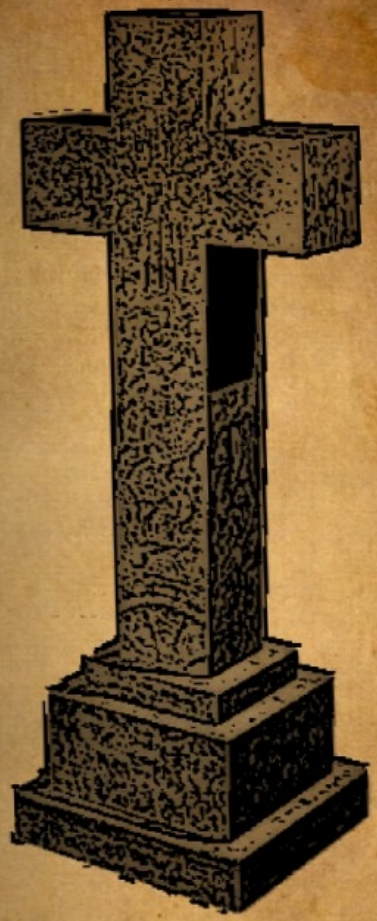
A wise grave robber explores as much of the cemetery as possible before breaking soil. Take a closer look at tombstones by pressing:

Q OR ↵ OR X

When you're ready to dig a grave, stand beside it and hold:

E OR SPACE OR A

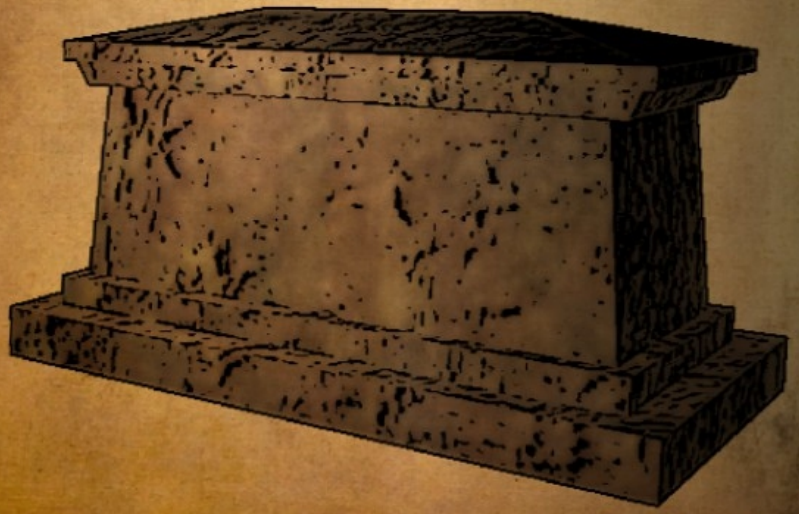
Your field of view will narrow as your concentration intensifies. The depth meter at the top left of your view shows how deep you've dug.



Be warned, desecrating the cemetery will disturb the dead!

STONE COFFINS

Stone Coffins are to underground burials as horse-drawn carriages are to good old fashioned walking. They're a dead give-away that the fool inside had wealth and as such they're usually the first to get exhumed by folk in your trade. It's also a lot quicker to access than a normal coffin six feet under.



To open a coffin approach it from any angle and hold:

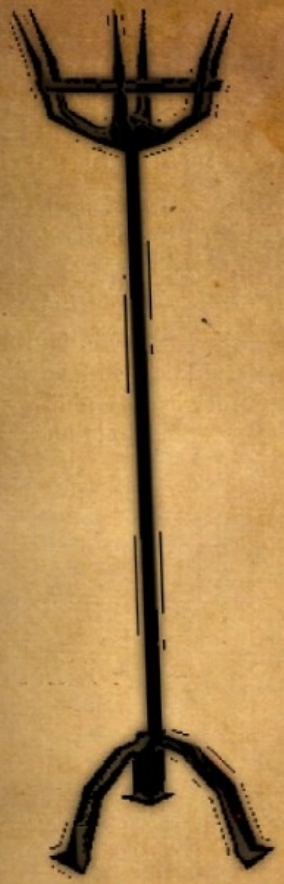
E OR SPACE OR A

BLESSED BEACONS

These Holy beacons were installed in many graveyards to give the nightwatchman a comforting place to stand guard. Ghosts will never enter the blessed pool of light they give forth.

To light a beacon, stand close and hold:

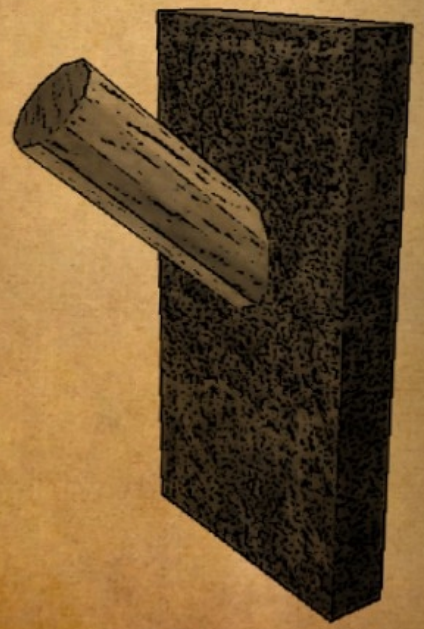
E OR SPACE OR A



In Hard mode the beacon will burn out after a short while and need re-lighting. In all other modes it will stay lit until another beacon is lit and serve as a respawn point if you lose a life.

SWITCHES

You'll come across switches in most modern cemeteries. They're the height of technology so wealthy chapels adorn their grounds accordingly. They're used to open and close gates, or in some instances, multiple gates.

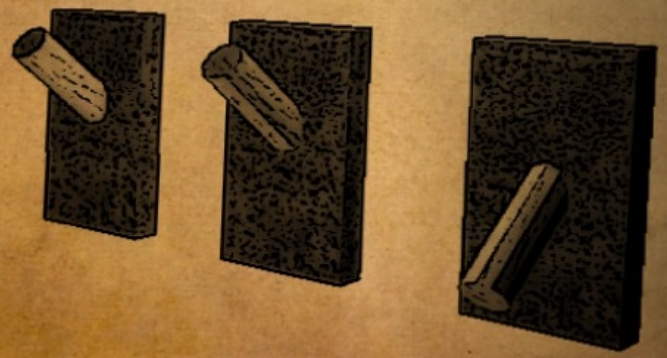


To flip a switch, approach it from the front and press:

E OR SPACE OR A

COMBINATION SWITCHES

When single switches don't provide quite enough security, some churches may bring in an expert to set up a more complicated system of combination switches. All of these need to be switched to the correct position at the same time to open a gate.



To flip a switch, approach it from the front and press:

E OR SPACE OR A

CROUCHING

To avoid provoking ghosts on the other side of low walls, hug the wall closely and crouch down by pressing:

L. Ctrl OR C OR B

Crouching also makes you move slower and more quietly, so it can be useful for creeping closer to unaware enemies.

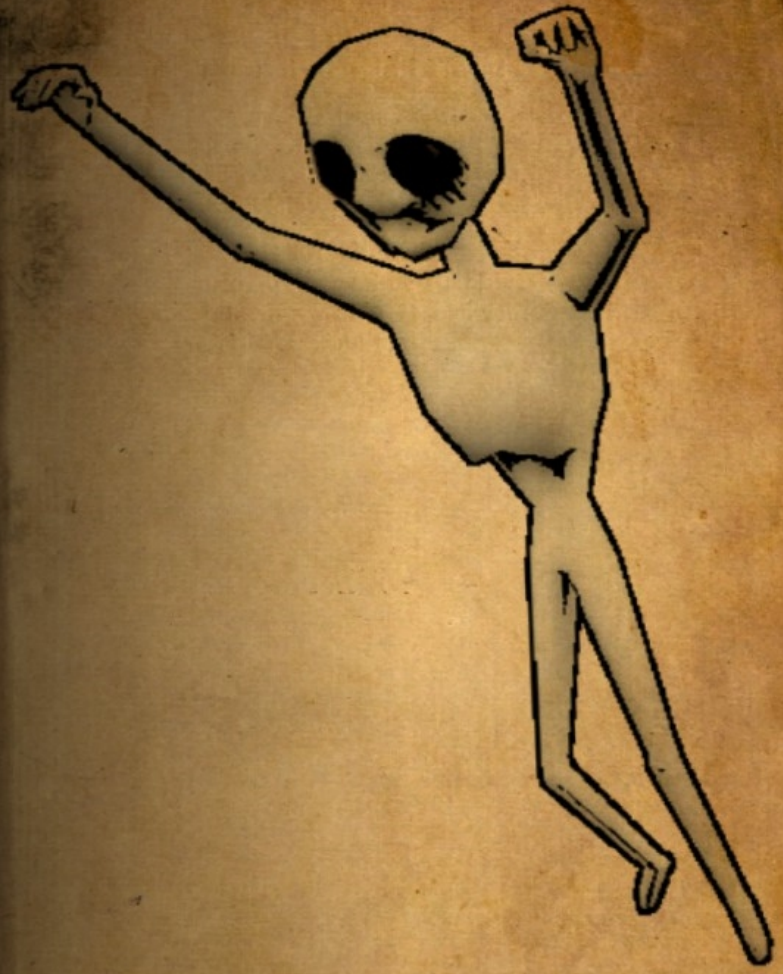


THE LOST SOUL

NEVER AT REST

This desolate spirit knows not what it mourns, only that its existence is a cruel joke and anybody unwary enough to enter its territory will feel its wrath.

Lost Souls are very territorial at rest, but will easily forget this if lured away. Grab their attention by getting up close, then retreat slowly to lead them -- this can be a dangerous enterprise but it is the BEST way to clear them from your path.



THE SOLDIER

MARCHING TO THE BEAT...

Perhaps the most territorial of all ghosts, the soldier patrols a very specific area and will exact quick and terrible vengeance upon any intruders.

By watching the soldier's patrol from afar one can determine his territory and is best advised to avoid it completely. When this is not an option, stay hidden and have a quick escape route in mind.



THE BRIDE

HELL HATH NO FURY...

Beware the spectre of the weeping bride, for she wanders in a fruitless search for her errant groom and has no tolerance for strangers. If you do cross her path you will know your mistake first by her wintry scream and second by her crazed pursuit.

The best defence is to stay out of her line of sight, but if she does spot you; hide quickly or make for the nearest safe zone, bearing her speed in mind.



THE INNOCENT

BUT WHEN SHE WAS BAD...

The tragedy of dying young is nothing compared to dying young and being stuck in a spectral state between life and death for eternity. The Innocent is all but defenceless save for her horrified screams which will attract the attention of all other ghosts in the graveyard, who will come immediately to her defence as long as they can reach her.

The Innocent is usually too concerned with her own misery to pay attention to intruders, though if you get too close she will make her displeasure known.



When approaching, make sure to creep slowly and retreat quickly if she does raise the alarm.

THE OLD CRONE

BLIND AS A BAT

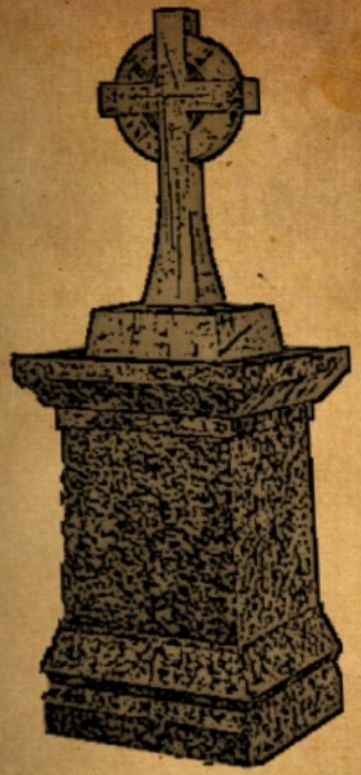
This spectre of a crotchety old hag lost her sight well before passing into the spirit realm so relies on what remains of her hearing and also the alerts of other ghosts. If you anger any other ghosts she will close in upon your location.

The Crone only becomes a threat in enclosed spaces, so it can be advantageous to lure her away by angering another ghost. If there is room one can creep passed undetected, but do be careful.



LIGHTNING CONDUCTORS

In some graveyards the church of England commission the construction of elaborate defence mechanisms. These are normally intended to ward off minor evils such as vampires and grave robbers, but many of them have proven ineffective. The lightning conductor is one such example. It is a metallic cross situated atop a tall pedestal to attract the wrath of god (that's lightning to you and I). When the conductor is struck, the lightning spreads to other nearby conductors, supposedly forming a net of deadly "wrath" to ensnare evildoers.



It was rumored at the time to cut costs the church skimped on the foundations of the conductors. There are reports some have become inactive after the soil around the base has been distrubed.

THE LOST KEYS

Grave robbing lore contains many references to a top-secret cemetery where grave robbers themselves are buried with all of their wordly goods. To ensure that only the worthiest of grave robbers can gain admittance, it is secured by multiple keys, which in turn are buried in amongst some of the most dangerous graveyards in the land. If you search thoroughly enough you may find maps to help you locate these treasures.



Over the years some maps have become torn and seperated, and must be reassembled from the fragments to reveal the location of buried keys. Once the path is clear, follow the dashes and dig where X marks the spot. If you're a worthy grave digger this should need no explanation.

