



# PENUMBRA

BLACK PLAGUE

MATURE 17+  
M  
CONTENT RATED BY  
ESRB



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# Getting Started

## Minimum Requirements

Please ensure that your system meets or exceeds the following standards:

Windows XP/ Vista / 2K  
1.5 GHz CPU  
512 MB RAM  
800MB of free hard drive space  
DVD or CD-ROM drive  
ATI Radeon 8500 / NVidia GeForce3 Ti (Geforce 4MX not supported)  
Keyboard & Mouse

## Update Drivers

For the best possible playing experience, please check that you have installed all the latest system updates.

Download the latest Windows update:  
<http://windowsupdate.microsoft.com/>

Also download the latest drivers for your video card. If you are unsure of the make and model of your card, consult your computer's user manual. Some of the most common manufacturers, and their websites, are as follows:

Nvidia: <http://www.nvidia.com>  
ATI: <http://ati.amd.com>

On a similar note, make sure your sound drivers are up to date. As above, if you are unsure what sound card you have installed, consult your computer's manual. Some of the most common manufacturers are:

Creative: <http://www.creative.com/>  
Realtek: <http://www.realtek.com.tw/>

Check our site for any updates to *Penumbra: Black Plague*:  
<http://updates.frictionalgames.com>

For any other hardware issues, either consult the FAQ toward the end of this manual or go to:

<http://support.frictionalgames.com>.

## Installation

To install *Penumbra: Black Plague*, place the disc into your DVD or CD-ROM drive. If Windows' autorun feature is enabled (which typically it is by default), the installation should begin automatically.

If, however, nothing special happens after inserting the disc, simply navigate through My Computer to the DVD or CD-ROM drive containing the *Penumbra Black Plague* disc, and double-click on the file named "setup.exe".

Once the installer has started up, just follow the on-screen instructions. When the installation is complete, you can locate the game in the Start menu, at: Start / Programs / Penumbra - BP/. Click "Start Game", and prepare for the time of your life.

## Introduction

Enter the dark and ominous world of *Penumbra: Black Plague*, a place where horror lurks around every corner – and, should you falter, no one but the shadow will hear your screams. Take care on your journey; not all in *Penumbra* is as it seems. Danger may well present itself where you least expect it.

You are Philip. For ages, you assumed your father dead – yet not so long ago you received a letter, written in his hand. Following a few leads, you narrow down your father's last sighting to a point far out into the Greenland tundra. Suddenly desperate for knowledge about this man you never knew, you book a ticket and set off in pursuit.

It seems no sooner do you touch down and strike out into the wild void than it ensnares you in a blizzard. As you fumble through the blinding cold, you hit upon a metal hatch; desperate for what shelter you can find, you wrench it open and head on down. Below, you discover an old network of abandoned mining tunnels. Something feels right; maybe it was no coincidence, your stumbling across this place.

As you prod the sunless shafts, you start to piece together a sinister tale – a story of fell forces, entombed deep in the bowels of the Earth; forces that

drive men insane and alter their forms, as *with* the last poor inhabitants of this mine. You also find hints of a strange sect, bound to administer eldritch experiments upon these forces.

At last you see signs of recent activity; a newly-made structure, in the depths. As you approach, however, you feel a cutting pain across the back of your scalp. A moment later, just before all becomes nothing, you sense yourself being dragged into the darkness...

## Playing the game

### Main Menu

On launching the game, this is the first thing you will see; you can bring it up again later, by hitting the the “Esc” key on the keyboard. Use the mouse to click on and manipulate the various options. Some values can be increased and decreased; to do so, use the left and right mouse buttons. Click with the left button to increase, and the right button to decrease.

### Monitor Setup

When you first start the game, you will see a screen illustrating how to adjust your monitor. Though not strictly necessary, please follow the instructions for the best playing experience.

### New Game

Click here to begin. You will be presented with a choice of three difficulty settings; we recommend “Normal”. “Easy” will make sneaking and enemy encounters much simpler, and “Hard” will intensify combat. Almost everyone should be able to play at “Normal”; “Easy” is only intended for beginners.

The first time you start a new game, you will be given the option to play a tutorial; we recommend that you do so, for some valuable information on navigating the game world.

### Tutorial

After you have played the game at least once, this option appears. Click it to play the tutorial again – or for the first time, if you skipped it earlier.

### Load Game

Click here to load a previously saved game. Note that auto-saves and “hard

saves”, made at save points, are classed differently. Old saves will gradually be replaced by new ones, yet you can move old files to “Favourite Saves”, where they will never be overwritten.

## **Continue**

If you have a previously saved game, this option will appear. It will load the most recent save (of any type).

## **Back to Game**

Appears when you bring up the menu while playing; click it to return to the game.

## **Exit**

Exits *Penumbra: Black Plague*.

# **Options Menu**

Should you desire to tweak the game for optimal experience, you can find the options menu off of the main menu screen.

## **Controls**

The default controls can be remapped to suit your preferences. If at any point you want to reset to the default control scheme, hit the “Reset to Defaults” button. You can also set mouse sensitivity, and whether you want to hold or toggle the crouch button.

## **Game**

Contains options for language, subtitles, and other gameplay-related properties. If you are having trouble picking up objects, try switching on the crosshairs. Note that, should you change the language, any saved games will retain their original language settings. Also, before you switch off subtitles, make sure the voiceovers are set to the correct language.

## **Sound**

Change volume levels, and choose either hardware or software drivers. If you want surround sound, you need to use hardware drivers.

## **Graphics**

Improve performance and customize appearance by adjusting various graphical properties. For experienced users, the “Advanced” button brings up even more options. See the **Hints and Tips** section of this manual for some advice regarding performance.



# Controls

*Penumbra: Black Plague* uses fairly standard first-person PC controls. These are the defaults (you can change them in the **Options Menu**):

KEY	ACTION
W, A, S, and D	Move
Shift	Hold to run.
Ctrl	Toggle crouch. ("Hold" mode can be set in <b>Options</b> ).
Space	Jump Swim up
Tab	Bring up the inventory. (Explained later.)
R	Toggle "Normal" and "Interact" modes. (Explained later.)
Mouse	Look around. Move objects in hand. Move cursor.
Left mouse button	Interact with objects. Swing or throw tools. Select menu options.
Right mouse button	Examine objects. Throw held objects. Cancel selections.
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	Toggle the flashlight.
G	Toggle the glowstick.
N	Open your notebook.
P	Consult your personal notes.
1,2,3,..., 8 and 9	Inventory shortcuts. (Explained later.)
Escape	Open the main menu. Hop back through menus, inventory, and notebook.

# Interaction

World interaction in Penumbra typically occurs by way of a realistic physics system. Other forms of interaction include pushing buttons, opening certain doors, climbing ladder, and a few other activities. Note that to pick up some objects, you may have to crouch down.

## Grabbing Objects

By default, you may grab objects by pressing and holding the left mouse button. Release the button, and release the object. You can toss away a held object by pressing the right mouse button (again, by default) while holding the left button.

Smaller objects can also be rotated by pressed Rotate (default C) 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.

## Icons



Nothing to see or touch. Only visible in Interact Mode.



This signifies that you are interacting with an object.



There is something to examine. You may also be able to touch the object, yet it is too far away.

The eye symbol appears only for objects you have never examined. However, the object can still be examined even if there is no symbol. In "Interact Mode", the symbol never vanishes.



The object is too far away to touch or examine. Only shown in "Interact Mode".



Click the left mouse button (by default) to pick something up.



You may climb here. Click (by default) to mount. Press forward and back (W and S) to go up and down. Jump (space) or click to dismount.



You may interact with the object. You may also be able to examine the object; the hand symbol only appears when an object is out of reach or not interactive.



Click (by default) to open a door and enter a new room.

## Examining Objects

Use the right mouse button (by default) to examine objects in the environment. Text will appear; clear it from the screen by clicking either mouse button.

## Interact Mode

If you have a lot to examine, press “R” (by default) to enter “Interact Mode”. This mode makes it easier to manipulate held objects and to interact with small things. Click the middle mouse button (by default) to enter “Look Mode”; then move the mouse to change the view. Alternatively, simply drag the cursor to the edge of the screen.

## Inventory

Press “Tab” to bring up your inventory.

Double-click with the left mouse button to use an item. Click and drag to move items around. You can combine some items by simply dragging and dropping them on each other. You can also throw some items, by dragging them outside the inventory and releasing the button.

For easy access, you can drag items to one of the nine “shortcut slots”; after that, press the corresponding number key to use that item in-game. This is useful for quickly equipping a tool or important item.

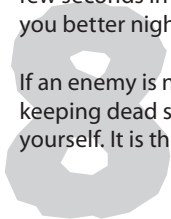
You can also view your current health and flashlight power in the inventory.

## Sneaking

You must be cautious in approaching an adversary, lest you be heard. To cut down on noise, you can (by default) hold “Ctrl” to crouch when walking around. You can also distract creatures by throwing an object.

If you keep to the shadows, you should be harder to see. Crouch in the shadows, and a faint blue glow appears at the screen edges. Hold still for a few seconds in this mode, and you will enter “Hidden Mode”; this will allow you better night vision, and make you even harder for others to see.

If an enemy is nearby, avoid detection by crouching in the shadows and keeping dead still. If you are discovered, you have few resources to defend yourself. It is therefore important to take your time in exploring, and to get



used to leaning around corners (Q and E, by default) to scope out the path ahead. Leaning should not reveal your presence.

If you spot an enemy while hiding, your screen will become distorted.

When this happens, you must avert your eyes, lest you panic, allowing the enemy to spot you.

## Important Items

Below are listed some of your more significant tools.

### Notebook

Whenever you find a note, you file it away in here. It also contains a “to do” list of especially interesting developments. Access it (by default) with the “N” key.

### Flashlight

Useful for investigating dark areas – but don’t overuse it, lest you waste the batteries. Access it by pressing “F” (again, by default).

### Glowstick

Gives off a subtle light. Not as good as the flashlight, but at least it doesn’t need batteries. Hit “G” (by default) to use it.

### Battery

Power for the flashlight. Use them to raise its power level.

### Painkillers

Quickly restores the player’s health.

## Notebook

Press “N” (by default) to open the notebook, or access it from the inventory. You can choose to look at found notes or your personal “to-do” list. Some notes stretch to several pages; you can navigate these by clicking the lower-left and -right corners. Exit the notebook screen with “Tab”, “N”, “P”, or “Esc”.

## Health

You can view your current health in the inventory; it slowly restores over time.



## Saving

There are two ways to save. At certain points the game auto-saves; this is illustrated with a bright yellow flash. You also may save manually at certain save points, which take the form of ancient artefacts. To load a saved game, select either "Load Game" or "Continue" from the **Main Menu**.

You have a maximum of ten hard saves and five auto-saves; after this, the older save files will be overwritten by any new saves. If you have a savegame that you want to hang onto, simply select it in the "Load Game" menu and click "Add to Favourites". It is now protected.

## Hints & Tips

*Penumbra: Black Plague* is not your typical first-person game. The creatures you encounter are all highly dangerous; when possible, you are almost always better off avoiding conflict.

As you explore, go slowly; be methodical. Clues and important items are secreted all around.

Be sure to carefully go over what notes you find; they might well contain information that is invaluable for your survival.

Search dark corners with your flashlight, glowstick, or other light source. You never know what might be lurking, or what you might turn up.

Some creatures may be attracted to light; others may be scared of it. Use this to your advantage.

# FAQ

**Q:** The game won't start. What's going on?

- A:**
1. Check that you meet or exceed the minimum system requirements.
  2. Make sure that you have all the latest video drivers. (And always make you sure you uninstall your old drivers before installing the new ones).
  3. Make sure that you have the latest sound drivers.

**Q:** The visuals have strange artefacts, or otherwise look odd....

- A:**
1. Make sure that you have the latest drivers for your video card.
  2. If you have an ATI card, try disabling the "A.I. optimisation" option in Catalyst Center.
  3. If you have StarDock WindowBlinds installed, try disabling it.

**Q:** Why is there no audio?

- A:**
1. Make sure you have the latest drivers for your sound card.
  2. Try resetting the audio settings in the control panel.
  3. Turn off "hardware sound" in the options.
  4. Are your speakers plugged in correctly, and turned on? (Yes, it seems obvious...)

**Q:** The game is running very slowly. Is there a way I can fix this?

- A:**
1. Go to the graphics menu, and choose a lower display resolution.
  2. Try choosing a lower shader quality.
  3. Turn off "post effects" in graphics/advanced.
  4. Turn off shadows in graphics/advanced.
  5. Again, make sure you have the latest drivers for your video card!

**Q:** But none of these answers help me!

- A:** Well, then head off to <http://support.frictionalgames.com> for more information.



# Credits

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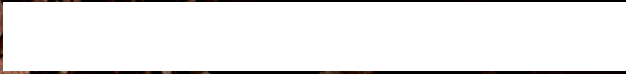
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