

**ANKH**

**BATTLE**

**OF THE GODS**

**Manual**

# Table of Contents

1.	Introduction	3
2.	User tips	4
3.	System requirements	5
4.	Installing “Ankh – Battle of the Gods”	6
4.1	Installing DirectX 9.0c	7
4.2	Uninstalling the game	7
5.	The main menu	8
5.1	Saving your game	9
5.2	Loading a game	9
5.3	Adjusting settings	9
6.	Controls	11
6.1	Special keyboard commands	14
7.	The inventory	15
8.	Special features	16
9.	Game hints: The first minutes of the game	17
10.	Hotline and support	19
11.	Credits	20
12.	Copyright / license agreement	23
13.	Health warning	24

# 1. Introduction

In this episode of the Ankh series, Assil, the involuntary guardian of the Ankh, and Thara, who has had to help Assil out of a tight spot many a time during previous adventures, now live together. Happy and content, they while away the time in a cosy home of their very own.

Much to their regret, the hard-earned rest and relaxation from the trials and tribulations of the past doesn't last long.

An earth-shaking event is in the making: the Battle of the Gods. Not only is every man, woman and child in Egypt threatened with a reign of terror and chaos under the yoke of Seth, the hands-down favourite. Assil's link to the Ankh forces the couple to be drawn into the middle of an otherworldly confrontation of epic proportions.

Will Seth truly be able to carry out his fiendish plan to gain control over Egypt, and then show the Egyptians just how terrible fear of a god can be?

After being banished to the netherworld, will Osiris finally be able to take revenge on Seth?

What does the Ankh have to do with all of these events?

And last, but not least: If you kick a palm tree on a lonely island, what drops down? Find out and help Assil and Thara master another hair-raising adventure as they save Egypt from disaster along the way!



## 2. User tips

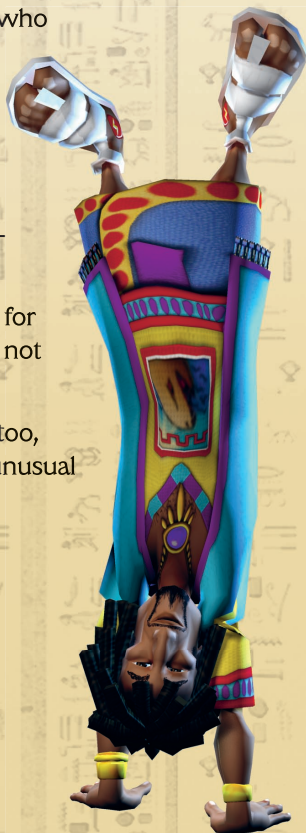
Like “Ankh” and “Ankh – The Heart of Osiris”, the games before it, “Ankh – Battle of the Gods” is very easy to play. The features and operation are identical for the most part, but a few new aspects have been introduced.

Even if you’re an old hand at games who has seen everything, the following pages may contain a tip here and there that could be useful.

There are no dead-ends in the game where you can block yourself from reaching the solution to this adventure.

In other words, be creative and look for problem-solving solutions that might not be the most obvious ones.

You’re going to need them at times, too, because “Ankh 3” has a number of unusual surprises in store for you!





# 3. System requirements

## Minimum

Microsoft Windows XP, Windows Vista

Pentium IV 2 GHz/Athlon 2.4 GHz

512 MB RAM

DirectX 9.0c-compatible video card with 128 MB RAM  
(MX series and XGI Volari are not supported)

1 GB free hard-disk space

DirectX 9.0c

## Recommended

Microsoft Windows XP, Windows Vista

Intel-/AMD CPU 3.0 GHz

1 GB RAM

DirectX 9.0c-compatible video card with  
256 MB RAM (MX series and XGI Volari  
are not supported)

1 GB free hard-disk space

DirectX 9.0c



## 4. Installing “Ankh – Battle of the Gods”

It is expressly recommended that you close all running applications before beginning the installation setup for “Ankh – Battle of the Gods” on your computer. The same applies for screen savers and anti-virus software.

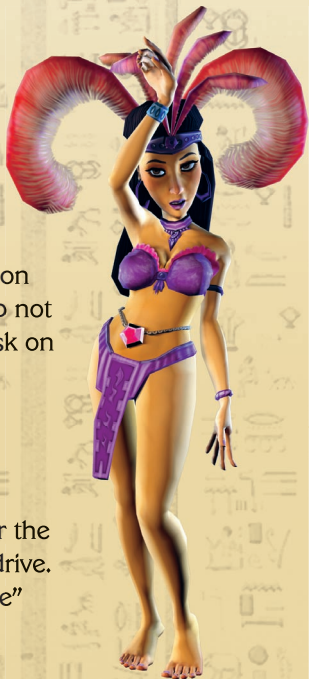
1. Place the “Ankh – Battle of the Gods” CD in the CD-ROM drive.
2. If the autostart function is active on your computer, the game will now be installed automatically. Follow the instructions on the screen.

If the autostart function is not active on your computer (which means you do not automatically see the installation mask on your screen), please do as follows:

- a) Click on *Start* in the Microsoft Windows task bar.
- b) Then click on *Run* and when the dialogue field *Open* follows, enter the letter designating your CD-ROM drive. Follow that by entering “*setup.exe*” (e.g.: “*D:\setup.exe*”)

As an alternative:

- a) Access Windows Explorer.
- b) Click on the icon for your CD-ROM drive where “Ankh – Battle of the Gods” is indicated, then select *Open* to access the CD.
- c) Double-click on *setup.exe* to begin installation.



The computer program creates a link on the desktop during installation as well as a program icon in the Windows start menu.

To play the game, select *Start/Program/Ankh – Battle of the Gods/Ankh – Battle of the Gods*.

## 4.1 Installing DirectX 9.0c

DirectX 9.0c software is also installed during installation if it does not already exist on your computer. The game requires a correctly installed version of DirectX 9.0c.

## 4.2 Uninstalling the game

To remove “Ankh – Battle of the Gods” from your computer, select *Start/Program/Ankh – Battle of the Gods/Uninstall* on the menu.

Follow further instructions as they appear on the screen.



## 5. The main menu

You are located in the main menu when “Ankh – Battle of the Gods” begins.

You can also retrieve the main menu at any time while playing the game by pressing the **[Esc]** button on the keyboard. You can find the following options on the main menu:

Name	Function
New game	Starts a new game.
Continue game (when starting to play again)	Loads the game saved last.
Continue game (while game is running)	Closes the menu; the game can be continued.
Load game	Loads a previously saved game.
Save game (only while game is running)	Enables you to save the game currently being played.
Settings	Allows you to change game settings.
Credits	Displays the people who were involved in developing “Ankh – Battle of the Gods”.
Game hints	Displays a screen with hints on how to play “Ankh – Battle of the Gods”.
End game	Ends game and returns to the Windows level.



## 5.1 Saving your game

Access the menu by pressing the **Esc** button on your keyboard. Then click on *Save game* to save the current game status in order to continue playing from this point later on.

The corresponding menu appears. Click on a free save game slot and then on *Save*. The game will now be saved.

To replace a saved game with another one, click on the corresponding game and select *Save*.

Click on *Yes* to confirm your choice, or on *No* to select a different save game slot. The new game will be filed in the slot of your choice.

To delete a particular game status, click on the save game slot and select *Delete*.

## 5.2 Loading a game

If you would like to reload a previously saved game, click on *Load game* on the menu. The load menu appears. Select a game and click on *Load*. The game now resumes where you last saved it.

## 5.3 Adjusting settings

You can change the game's default settings during a game, too (restarting "Ankh - Battle of the Gods" is necessary for some of the graphics settings). Here you have the following options:



Setting	Effect
Brightness	Changes the graphics' brightness.
Resolution	Changes screen resolution. A higher value brings better picture quality, but also requires a faster PC.
Degree of detail	Changes the general quality of graphics.
Full-screen effects	You can change the special graphic effects of "Ankh - Battle of the Gods" here if your PC is older.
Music volume	Changes the background music volume.
Sound volume	Changes the volume of sound effects and of speaking characters.
Subtitles	Select this if you want to see the subtitles for that language. We recommend switching this option off for a more cinematic experience.
Fadeable inventory	You can use this setting to fade the inventory in or out using the Return key on your keyboard.

To be able to enjoy "Ankh - Battle of the Gods" on older computers, too, you should set the values for resolution and degree of detail as low as possible.






If necessary, switch off the effects as well. Additional effects are deactivated automatically at a low detail setting.

## 6. Controls

The game software for “Ankh – Battle of the Gods” is controlled completely using the mouse. The mouse cursor adapts itself to match current game situations.

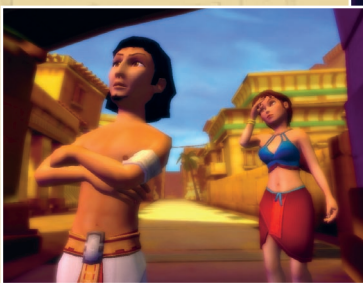
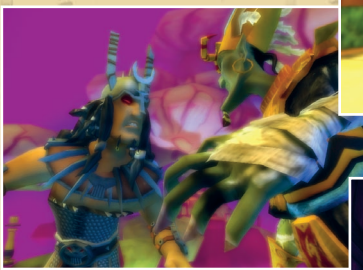
1. Use the left button on the mouse to control Assil’s (or Thara’s) movements and to look at objects in your surroundings.
2. Use the right button on the mouse to carry out special actions. The cursor image on the screen changes to match the action indicated!







The mouse cursor can take on the following forms:

Icon	Action	Description
	Walk	Assil moves to the selected position or as close as possible to it. Once Assil is moving, a double click makes him run.
	Look at	Your character looks at an object on the screen and receives more information about it.
	Take	If possible, Assil picks up the selected object and stows it in the inventory. An inventory bar is displayed on the edge of the screen. There is no limit to the number of objects that can be picked up.
	Talk	Assil talks to a person. If you click on the mouse during a conversation, Assil moves to the next sentence.
	Use	This can be selected to use an object directly by clicking on it with the right-hand button and then dragging it to where you want to use it, or to combine it with another object and then use them.







Icon	Action	Description
		To combine, click with the right-hand button on the object desired and drag it over the second object. The combination is completed by one more click on the right-hand button. Click on the combined object with the right-hand button and drag it to where you want to use it.
	Open	Opens a door, a wardrobe or a crate.
	Read	Accesses the contents of scrolls, letters etc.
	Eat	Assil consumes something edible.
	Swim in	Thara swims in water (unlike Assil, who is afraid of water).
	Enter	Assil leaves a location and enters a new one or goes outside.

## 6.1 Special keyboard commands

**Display current tasks:** By pressing the Tab key you can call up a list containing your current tasks.

**Display inventory:** If you have activated this function in the menu (see above), you can use the “Return” key to fade the inventory in and out.

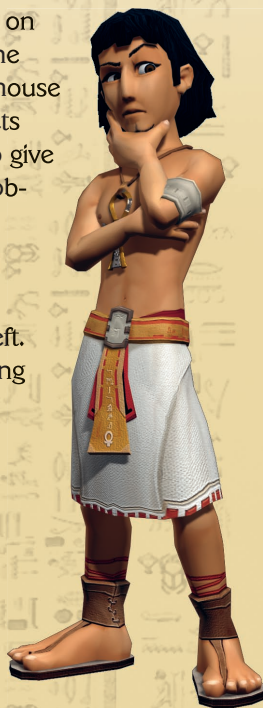
**Aborting interim sequences:** If you do not want to watch a film sequence to the end, in most cases you can abort the sequence by pressing the Spacebar.

## 7. The inventory

Assil and Thara will need quite a number of items to solve the many puzzles they encounter on their way. Depending on which character you happen to be using, he or she is going to be able to obtain lots of objects under all kinds of different circumstances. They will accumulate in the inventory during the course of the couple's exploits.

1. Click with the left-hand mouse button on an object to examine it.
2. Click with the right-hand mouse button on an object to use the object. The object will be fixed and held by the mouse cursor. Now click on another object (on the screen or in the inventory itself) with the right-hand mouse button in order to combine the objects with each other. Click on a person to give that person the object or combined objects.

When more objects are located in Assil's or Thara's inventory than can fit on the screen, arrows appear to the right and left. You can move through the inventory using the arrows.



## 8. Special features

At certain points in the game it is possible to change back and forth between controlling Assil and Thara in order to solve tricky problems and complete a task. In those situations, a special “switch characters” icon appears in the bottom right-hand corner of the screen. Simply click on the symbol to change characters.

If Thara and Assil are not in the same place, an object you want to use can be exchanged from one character’s inventory to the other by clicking on the object, then clicking on the “switch characters” icon. This saves you a lot of running to and fro.

In some chapters, the game automatically switches from one main character to the other. In these cases, for the time being you are naturally no longer going to be able to use the objects the other main character has in his or her inventory.

By pressing the X key, all objects on the screen you can interact with (“hotspots”) receive a “!” symbol, an exclamation point to indicate their location. You can skip film sequences by pressing the .

Press the  key to display your current tasks.





## 9. Game hints: The first minutes of the game

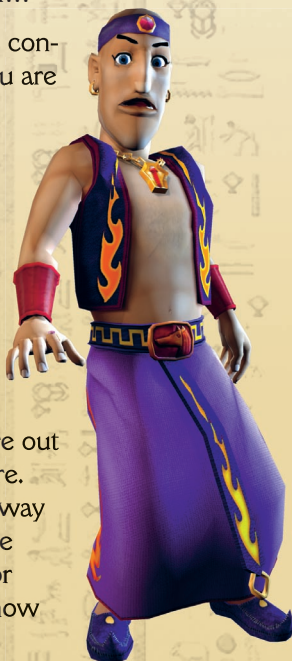
At this point we should like to help those poor souls who are wondering how on earth to rescue Assil and Thara from their burning house. Well, you know, it's really quite simple. Come to think of it. You disagree? Well... read on but do remember that it's far more fun to find out by yourself...

Please note: The following paragraphs contain game spoilers – read on only if you are absolutely stuck!

Alt: We want to take this opportunity to offer some support to the poor souls who are wondering: “How am I going to rescue Assil and Thara from a house on fire?” It's as simple as 1, 2, 3, of course. And of course you shouldn't read this section unless you are really stuck! )

As the game opens, Assil and Thara are out on the sundeck. The house catches fire. Assil makes his way down as the stairway collapses. Now a floor below Thara, he needs to put together a soft landing for her to get down safely, too. You can now take control of either character.

Improvisation is called for to escape the flames. The slatted frames beneath the mattress plus an item that connects the two enables a makeshift rope ladder to be assembled that can be used to escape. Next, the flames that prevent them from leaving the bathroom through the window must be doused by flooding the room. Plug the drain as well as



the overflow with some cloth-like objects to enable the water level to rise.

Though the fire has now been put out on that floor, Assil faces a new problem because he refuses to go into the water (He has been afraid of water since the first episode of Ankh.).

Fortunately, Thara simply swims across to the window sill and finds an ironing board. By adding a slight modification, she turns it into a surfboard, which Assil can now use to cross the water.

Having left the bathroom, they are now perched out on the window ledge, only to find that a statue of a falcon is barring their way. Combining a certain powder with a certain liquid produces a chemical reaction that removes this obstacle.

The next thing to do is find something that protects hands so that the prickly vines can be removed. This enables the couple to jointly pry open the shutters outside the kitchen window.

Getting rid of the smoke in the kitchen also requires teamwork. Have one of the characters climb up on to the sundeck and find the bird's nest. The other character uses flour to cause an explosion in the kitchen flue that propels the nest a few metres into the air.

You are now just a few “puzzling” steps away from rolling Assil and Thara to safety in an oversized supplies jar, leaving the raging inferno behind.



## 10. Hotline and support

If you have questions or wish to receive technical support, you can e-mail [support@xider-games.com](mailto:support@xider-games.com).

Frequently asked questions (FAQs), patches, game hints etc. can be found at:

[www.bhv.de/ankh3](http://www.bhv.de/ankh3)

Visit the official game web site, too, and exchange views with other players in our forum:

[www.ankh-game.com](http://www.ankh-game.com)

We look forward to your visit!

The XIDER Games Team



# 11. Credits

## Deck13 Interactive GmbH

### Project management

Armin Burger

### Executive management

Jan Klose

Florian Stadlbauer

### Technical direction

Thorsten Lange

### Lead artists

Maxime van der Kloet

Timm Schwank

### Content integration

Timo Mylly

Darius Daniali

### Location design

Maxime van der Kloet

Robert Sander

### Character animation

Harun Celebi

Gregor Weiß

### Supplementary 2D/3D design

Christian Brand

Timm Wagener

Andreas Pistner

Sergei Kurlenko

Shawn Bryant

### Additional programming

Philip Hammer

Steffen Holz

### Game framework PINA 2

Thorsten Lange

### Story development

Armin Burger

Maxime van der Kloet

Timo Mylly

Robert Sander

Jan Klose

Florian Stadlbauer

Falko Löffler

### Sound design

Oliver Szczypula

(u3multimedia)

Jan Hofmann (Sea-Sound)

### Scripting

Timo Mylly

Armin Burger

Darius Daniali

### Cutscene realisation

Timo Mylly

Armin Burger

Darius Daniali

Jan Klose

### Dialogue

Jan Klose

Falko Löffler

### Internal QA

Felix Rischbieter



## **External QA**

Keyfactor

## **Additional character animation**

# **Rocketbox Studios GmbH**

## **Additional character design**

DIE KOLONIE

## **Character design**

Dieter Klapper

## **Project management**

Tahar Jaber

## **Game testers**

Martin Teichmann

Andrea Teichmann

Stefan Tolksdorf

Steffen Holz

Robert "Roctara" Hirschhausen

Markus "Schamdalf" Poth

Sven "Luddy" Ludwig

Thomas "Fiesitor" Bär

Carolin "Radieschen" Daniel

Oliver Bärschneider

## **Soundtrack by**

Dynamedion

[www.dynamedion.com](http://www.dynamedion.com)

## **Voice Production**

Outsource Media

## **Castig Director**

Mark Estdale

## **Castig Assistants**

Brian Bowles

Rita Sedani

Rachel Lankester

## **Cast**

Alison Pettitt, freya

Brian Bowles, ankh

Dave Brooks, volcano

Eric Myres, shalom

Gina Murray, isis

Glen McCready, seeker

Jay Simon, thor

John Bull, seth

Kira Lauren, highpriestess

Kosha Engler, thara

Mark Pearce, george

Matt Bates, badawi

Peter Marinker, osiris

Rolf Saxon, superintendent

Samantha Coughlan, frida

Tim Beckmann, assil

## **Recorded At**

Outsource Media London

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Mark Estdale

## **Production Cooprinator**

Tamsin Pearson

## **Dialogue Editing**

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Danny Goulard

Rick Walburger

## **Composed by**

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Markus Schmidt

Alex Pfeffer

## **Supervision**

Pierre Langer  
Tilman Sillescu

## **This is Cairo**

### **Produced by**

Ivory Keys

### **Lyrics by**

Jan Klose

### **Composed by**

Marc Toase

### **Performed by**

Mathias Hermann

### **Appears courtesy of**

ROXTA Records

## **Special thanks from Deck13 to**

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Marion Schmidl  
Ariane Treffer  
Cornelia Weigand  
Sophie Stadlbauer  
Verena Ludwig  
Stefanie Schwank  
Maya Schwank  
Polyniki Varakli  
Der kleine Mann

Giovanni from Apfelwein-Klaus  
Kai S.

The entire bhv team  
The entire Daedalic team

### **Technology used by PINA2**

OGRE

FMOD Sound System by  
Firelight Technologies

## **XIDER Games/ Daedalic**

### **Product manager**

Polyniki Varakli

### **PR**

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René Bernard

### **Marketing**

Olgierd Cypra  
Carsten Fichtelmann

### **Translation**

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Leigh Hoch, LOCALAB

### **Extrenal QA**

Quantic Lab SRL  
[www.quanticlub.com](http://www.quanticlub.com)

### **Manual Layout**

Astrid Stähr

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## 13. Health warning

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games.

This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children.

If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects).

Parents should ask their children about the above symptoms – children and teenagers may be more likely than adults to experience these seizures.

