



Games
for Windows®

HELLGATE™ LONDON



MATURE 17+



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

WWW.EA.COM

INSTALLING THE GAME

NOTE: For system requirements, see www.Hellgatelondon.com.

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

1. Install the EA Download Manager. The EA Download Manager is available for download from the purchase confirmation email you received when purchasing this game. Or download it directly here:
<http://files.ea.com/downloads/eacore/eadm-installer.exe>
2. Log in with the email address you used to purchase the game. All your purchased games will be displayed in the EA Download Manager.
3. Select your game and click the start button to begin downloading the game.

NOTE: You can even download a game before it is released. A progress bar shows you the estimated download time. For the fastest possible download, close other programs that use bandwidth. You can install the game on its release day to begin playing.

4. Once the download is complete and the game has been released, the file will begin decrypting and extracting. After it is finished extracting, click the Install button to launch the game installer.
5. Follow the on-screen instructions to complete the installation.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC. After installing the EA Download Manager, launch the application and log in with your EA account. The titles you have purchased are listed. Select the appropriate title and click the start button to begin downloading the game.

STARTING THE GAME

To start *Hellgate™: London*:

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 35 for more info).
2. Click the **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **Flagship Studios** > **Hellgate: London**.

IMPORTANT NOTE: Anyone asking for your login password is attempting to steal the contents of your account! Legitimate Customer Service Representatives will never ask you for your password.

KEYBOARD CONTROLS

Left/Right	A / D
Forward/Back	W / S
Jump	SPACEBAR
Toggle Auto-run	NUM LOCK
Inventory	I
Auto-party	P
Automap	TAB
World Map	M
Quest Log	L
Skills	K
Buddy List	B
Pick Up Item	F
Vanity-Cam	V
Active Bar Slots (1-0, Q, and E)	1 - 0 , Q , E
Battle Sets (F1 – F3)	F1 - F3
Skip cut-scene movies	ESC or click left mouse button
Pause/Resume playing cut-scene movies	SPACEBAR

NOTE: This configuration can be changed at any time by selecting the default key option and pressing the key you wish to replace it with.

LONDON, 2038.

The once-great city lies in ruin. A massive, sinister gash in the fabric of our reality swirls and churns, dominating the horizon near the Hellgate as it blends into a permanently darkened sky. The Invasion, the unspeakable cataclysm that befell London, eventually engulfed all humanity. The powerful nations of man were eradicated, and the decades-long process called The Burn—the alteration and assimilation of our world into theirs—has begun.

Mankind is a race of survivors. Men and women hide in the shadows of their former dominance, struggling to survive, yearning to strike back at their conquerors. These survivors have banded together, and they are learning.

Learning how to travel undetected.

Learning how to forge weapons capable of piercing unfathomable defenses.

Learning how to harness the forgotten and arcane powers of magic.

Learning how to kill Demons and close the Hellgate.

CREATING A CHARACTER

When creating a character in *Hellgate: London*, you have just a few initial choices to make. Many of these focus on how your hero looks, but the most important choice you'll have to make in the beginning is the class you want to play.

If this is your first time playing *Hellgate: London*, you'll see a box labeled Character Create on the left side of the screen. After you've created characters, their names and portraits will appear in a list on the left. Since you don't have a character yet, let's get started by creating one.

In the Character Create box are a series of options that define your character.

CHARACTER OPTIONS

Name	This is what your character is called by the survivors living beneath London as well as other players. NOTE: Certain words can't be used as names for any number of reasons. They may be names of Non-Player Characters (NPCs) that inhabit the world, for example, or it may already be in use by another player. The word you're trying to use could also be disallowed because it conflicts with our filtering rules.
Gender	Any character can be either male or female. There is no intrinsic benefit or detriment to being a particular gender—it's all about how you want to look and what you want to play.
Faction/Class	This is where you choose the profession of your character. Scrolling through the choices will show your character outfitted as a member of that class, giving you an idea of how you'll look in the game after gaining a little experience.
Face	Each gender has a number of features from which to choose. Scrolling through the choices displays the different faces on your character.
Hair Style	Each gender has a set of hair styles from which to choose. Scrolling through the choices displays the different styles on your character.
Facial Hair	Male characters can select from a variety of beards and mustaches. Scrolling through the choices displays the different styles on your character.
Accessories	Female characters can select from a variety of earrings and piercings. Scrolling through the choices displays the different accessories on your character.
Skin Color	Characters can be of many different ethnicities, so a wide variety of skin tones are available. These choices are arranged in a grid for ease of browsing and selection.
Hair Color	Once you have your hairstyle, you'll need your color. These choices are arranged in a grid for ease of browsing and selection.
Height	Characters of either gender can be short or tall. Use the slider to change the overall height of your character.
Bulk	Characters of either gender can be thin or robust. Use the slider to change the overall mass of your character.
Randomize	Not sure how you want to look? Pick a class and let the winds of fate decide your look. You can do this pretty much as long as you want since nothing is permanent until you hit the Accept button.
Accept	Once you're happy with your choices, it's time to save your character and start adventuring. Just hit the Accept button and you're on your way!

FACTIONS/CLASSES

The heroes of *Hellgate: London* are divided into three distinct groups, or factions. These factions represent different ideals, philosophies, training and combat techniques. Each faction has distinct classes that further distinguish their members. The faction and class that you choose for your character are key defining factors in your overall gameplay experience.

THE TEMPLAR

The Order of divine warriors and righteous swordsmen is, by and large, composed of noble men and women who wish only to preserve humanity and smite the Great Dark that has fallen upon our world. After the Earth had been all but destroyed at the tooth and claw of the Demons, the Templar deemed themselves the necessary leadership caste of London's remnant force, serving as the frontline in this righteous battle.



GUARDIAN

Guardians lead the charge in the Templar's struggle. Wielding shields and swords, they thrive by drawing groups of Demons in close where they can then be punished en masse. Guardians are most effective when overwhelmed and surrounded and immobility can actually increase their effectiveness.



BLADEMASTER

Blademasters are aggressive, high-damage melee fighters who come into their own when wielding two weapons and inflicting pain with sharp objects. They are often seen running to the front of a battle and causing havoc in spurts, allowing others with ranged weaponry to deal damage from afar and in relative safety.

THE CABALISTS

Cabalists are seekers of knowledge who desire to control the fate of mankind by studying The Great Dark and using that power to wrest the Earth from the jaws of Demonkind. To the uninitiated this philosophy seems to border on madness, but the Cabal is too great an asset to dismiss. One highly trained Cabalist can equal an army, if properly equipped and strategically deployed.



SUMMONER

Never ones to travel without an entourage, Summoners have mastered the ability to control Demons as well as the very elements of nature. These forces can then be unleashed to distract and destroy their enemies, as well as provide protection for the caster and his allies.



EVOKER

Evokers manipulate storms of condensed supernatural fury by funneling raw power into damage-amplifying Focus items. They commonly alternate between spells and Focus items to effectively stun, burn, poison, shock and phase their enemies.

THE HUNTERS

Hardened well before the Demons came, Hunters are highly trained ex-military operatives who have been through almost every warlike scenario imaginable. Cold and calculating in the field, they utilize hyper-advanced technology that makes them especially effective from long ranges. Hunters never surrender—they just survive.



MARKSMAN

As highly trained ex-military operatives, these long-range specialists know their weaponry and are highly adaptable to any combat situation. This lethal combination ensures that they are inflicting the most damage possible in any given situation.



ENGINEER

Technologically adept, Engineers apply their knowledge of theoretical science and practical engineering to build Drones, Bots and Weapons. Whether focusing on controlling numerous smaller devices or building up a single, highly advanced combat machine, they provide fantastic firepower against the Demons.

CONTROLLING YOUR CHARACTER

Adventuring through and beneath the streets of London is a thrilling and dangerous matter. Fortunately, it's a relatively simple matter to get started on your way.

MOVEMENT

Movement is accomplished by using the **W**, **A**, **S** and **D** keys.

W moves the character forward while **S** moves the character backward.

A sidesteps to the left and **D** sidesteps to the right.

Looking up and down and turning left and right is accomplished by simply moving the mouse. This functionality is known as Mouse Look.

If the vertical movement doesn't feel natural, the up and down Mouse Look controls can be inverted via the Options menu.

You can access the Options menu by pressing **[ESC]**.

COMBAT

There are two basic ways you fight monsters—melee or ranged combat.

To engage in melee (or hand-to-hand) combat, move towards the monster you want to attack and keep it in front of your character. If an enemy is within range, the HUD crosshair will illuminate green, the identification panel at the top of the screen will brighten, and you will move to engage. Enemies beyond effective combat range have a dimmed identification panel and the HUD crosshairs will be red.

Melee combat in *Hellgate: London* is direct and real-time. This means that if you want to keep swinging at the same monster, you can either click once for every swing or you can simply hold down the mouse button to continue to repeat the same attack.

To use a ranged weapon or spell, use the Mouse Look to place enemies within the HUD crosshairs located in the center of the screen. The same range indicators apply to ranged combat, although some weapons will have slightly different HUD readouts that also indicate weapon power. You can also fire continuously by holding down the mouse button.

NOTE: Melee combat can be done either bare-fisted or with a sword. Ranged combat requires a gun or a Focus item.

By default, the left and right mouse buttons can be used to initiate attacks when confronting an enemy. These buttons can be freely configured later as more skills and actions become available.

ASSIGNING SPELLS/SKILLS

You can easily assign an attack or spell to a variety of places in your interface for quick use. Open your Skill screen by pressing **[K]**. This will display your Skill tree and allow you access to all of your known skills. Any skills that you have already learned are illuminated and easily identifiable on this screen.



Learned skills can be assigned to the Action Bar along the bottom of the main game screen. They are bound to the numerals **[1]** through **[0]** and **[Q]** and **[E]**. To assign a skill, left-click the associated icon in the Skill screen and place that icon in the desired slot.

Skills can also be bound to the left and right mouse buttons. These buttons are represented by the two circular Skill Spheres located at the bottom of the main game screen. When you start a character, these Spheres will have basic combat skills bound to them. Skills can be assigned to the Skill Spheres buttons in the same manner as they are placed within the Action Bar.

NOTE: Consumable items such as Health Injectors can be put into the Action Bar and accessed with an easy key press.

SHIFT SKILLS

Certain skills are context sensitive and can be triggered under specific circumstances by simply pressing **[SHIFT]**. Shift skills are identifiable in the Skill screen by the up arrow next to the skill icon. Also, when a learned Shift skill can be activated, the skill icon pops up next to the left side of the Action Bar.

NOTE: Most consumable items can also be used in the same way with **[CONTROL]**. As the situation dictates, an icon representing the consumable pops up next to the right side of the Action Bar. You must have a consumable of that type in your Inventory or Action Bar for this to occur.

INTERACTING WITH THE WORLD

You can interact with any number of items in the world—from NPCs to crates to chests to shrines to doors to devices to treasure—all with the simple click of a mouse. If you see someone you want to talk to or something you want your character to interact with, move up to it, use the Mouse Look to place the target within the HUD crosshairs, and left-click.

If it's an NPC that you can talk with, your crosshairs will change into a talk bubble. You'll also be able to open a dialogue with them. Depending on who you talk with, you might hear a juicy rumor, be able to buy and sell items, have an item crafted, travel to other parts of the world, or get a quest.

If it's something that you can open or interact with, the crosshairs will become a hand and you can then use, open, or activate the item.

If it's something that can break, that's exactly what happens.

Items found in the world may be picked up in rapid succession by pressing **[F]**. Selective choice is accomplished by holding down **[ALT]** to bring up the cursor. The cursor can then be used to select a specific item and left-clicking the mouse picks it up.

Items that can be worn or wielded will be automatically equipped when picked up if there is an open, available slot. Items not equipped will be placed into the Inventory.

In multiplayer games, the items you see drop in the world are specifically yours to take. This allows you to grab everything you want without accidentally taking something that isn't yours.

INVENTORY/ CHARACTER SCREEN

You can open your Inventory and Character screen by simply pressing **[I]**. The Inventory screen takes up the center and right portions of your screen while your character statistics and assorted other detailed information are on the left.

The center section of this screen shows your character in the world and also contains several boxes that represent the different equipment slots. These slots include:



Helmet

This is where you equip items that protect your head.



Shoulder Armor

This is where you equip armor that protects your upper arms.



Torso Armor

This is where you equip armor such as breastplates, flak jackets, and leather coats.



Leg Armor

This is where you equip armor like pants, leggings, and greaves.



Gloves

This is where you equip armor such as gauntlets.



Boots

This is where you equip items such as shoes and sollerets.



Belt

This is where you equip items that add some armor and keep your pants up.



Weapons and Shields

This is where you equip your main armament, additional protective armor, or anything else you might carry into battle.



Dye Kits

This is where you equip a device that coats your entire armor in a cohesive, aesthetically pleasing color set.

THE INVENTORY

The right section of this screen is your character's Inventory. Items of different sizes take up varying amounts of room, so careful placement and rearranging of your Inventory maximizes how much you can carry at any one time. When you pick an item up off of the ground, purchase something from a vendor, or accept a trade from another player, you must have enough room in your Inventory for the item.

NOTE: If you buy, trade for, or find an item that your character can wear and that slot is open on your character, it will automatically equip the item.

To equip an item from your Inventory, pick up the item by left-clicking it and then moving the item onto the appropriate box on your character screen. You'll immediately see the item appear on your character in the game.

You can find out more about any item in your Inventory by moving your cursor over it. A small window pops up with a short description of the item as well as any enhanced or magical properties it has. Also, if you already have an item of the same type equipped, another smaller window pops up so you can easily compare the new item against the one you are already using.

You can also select an item in your Inventory by right-clicking and holding the mouse button. This will bring up a radial menu with several options. Each of these options can be selected by highlighting the corresponding icon and releasing the right mouse button.



EXAMINE

This opens the Modification Panel and provides a detailed description of the item. This includes available Mod slots, specifics of basic damage and any special properties, and any additional information including flavor text.



EQUIP

This places the item onto your character, replacing any corresponding item type that is already equipped. If you already have an item of the same type equipped, a small window pops up that allows for easy comparison between the selected item and the one you're already using.



ANALYZE

If the item is enhanced or has magical properties, it will need to be analyzed before it can be used. If you have any Analyzers in your Inventory, this option will appear when selecting an unidentified item.



SELL

When interacting with a Vendor, you can use this option to quickly sell an item from your Inventory.



DISMANTLE

Some items can be scrapped for various component parts that may be used to alter existing items or create new ones. These parts can be sold, traded, or used for various crafting purposes.



DESTROY

Some items may just be so worthless that you'd destroy them rather than dismantling or selling them. Nothing is simpler than just sending that unwanted goodie to the virtual trash bin in the ether.



APPLY COLOR

Some items have the ability, when equipped, to be used as a color-coordinated theme for your character's total look.

ANALYZING ITEMS

Items that are enhanced or magical in nature must be analyzed in order to gain access to their powerful abilities.

It's obvious when you find something that is enhanced or magical because the name of the item appears in colored text. Although you can tell the type of item you've found, the special properties of the item are unknown.

To delve into the mysterious and awesome powers of this item, you'll need to use an Analyzer. You can either right-click an Analyzer in your Inventory or right-click and hold on the unidentified item and choose the Analyze option from the radial menu.

Once you've activated the Analyzer, your cursor changes into a magnifying glass. Move the glass over the item you want to identify and left-click.

The item is successfully analyzed, and the now-identified data is loaded into Commlink, allowing you to fully examine your treasure.

NOTE: Analyzers are delicate, single-use devices that are destroyed by the very energies that power them when they are activated.

MODS



Mods are items that are used to alter the effects of certain types of equipment. Some items that have been crafted by the finest technicians or artisans have connectors, slots, and sockets that can hold various types of Mods. Once placed, Mods imbue the original item with additional properties and enhancements.

Items that have Mod slots are easily identified when you place your mouse cursor over them in your Inventory. The icons that appear at the bottom of the ID panel show what types and how many Mods can be placed in the item.

The total number of Mod slots varies based on random chance and the size and type of item. Finding a weapon with the maximum number of Mod slots would be quite fortuitous, indeed!

To install a Mod, pick it up it from the Inventory screen. Items that can be modified by that type of Mod will be highlighted in green. Simply drop the Mod onto the desired item to complete the process.

Alternately, using the right-click radial menu and selecting the examine option will open the Modification Panel for that item. Mods that can be attached to the examined item will be highlighted in green in the Inventory. Simply drop the desired Mod onto the item to complete the process.

NOTE: Mods placed into items can only be removed at a cost, so choose wisely!

BATTLE SETS



Battle Sets represent different combinations of weapons and skills. Each customizable set fulfills a need tailored to your character class playing style. Different sets can be utilized in specific and unique situations, and can be switched in battle instantaneously.

There are three possible Battle Set combinations that are mapped to **[F1]**, **[F2]**, and **[F3]**. To access the Battle Sets, open your Inventory by pressing **[I]**. The grouping assigned to **[F1]** is the default Battle Set. Once in your Inventory screen, the weapons that you are carrying are represented in the small Battle Set boxes. Any skills that you have assigned to your left and right mouse button will also be shown in this Battle Set.

To access your second Battle Set, simply press **[F2]**. If your Inventory is open, you can place the desired weapons onto your character and they will become a part of that Battle Set. You can also assign new skills to your mouse buttons that are more appropriate to the weapons/items you are now wielding. (The same process applies to setting your third Battle Set, which is assigned to **[F3]**.)

NOTE: Each Battle Set has different skills mapped to the left and right mouse buttons. Not every Battle Set will have the same skill sphere assignments unless you map them yourself.

You can use the same weapons or items between Battle Sets by picking the item up from the Battle Set itself and then placing it in an open Battle Set. For example, you can use the same main gun with different support weapons or the same shield with different swords.

CAMERA CONTROLS

Everyone likes to look good. Better yet, they like to see how good they look. In *Hellgate: London*, you can always get just the right perspective on your character.

Tightening or widening the in-world perspective is accomplished by rolling the mouse scroll wheel forward and back. This allows you to easily glide from a bird's-eye view all the way into a first-person perspective!

Ranged weapons have been designed for use regardless of your perspective. Characters equipped with melee weapons can't defend themselves effectively from the first-person perspective, however, so their viewpoint can't move in that close. Where you set your camera is a personal preference and, depending on the situation, you might use more than one position.

When you really want to see what you're wearing and wielding, there's no better way than by using the Vanity Cam. To get a different vantage of your character, simply press **[V]**.

ADVENTURING IN THE WORLD



When you first step into the world of *Helgate: London*, you'll find yourself alone in the Russell Square area of London. A moment later, your Commlink comes to life as you're contacted by some poor fellow named Murmur who desperately needs your help!

TRANSMISSIONS



At different times during your adventuring you may be contacted by NPCs via your Commlink. These transmissions can be accessed by pressing **[ENTER]**. This will also activate your cursor control and allow for paging through the associated dialogue.



When the message has been completed, simply left-click the Accept button to end the transmission and regain direct control of your character.

MEETING A QUEST NPC

NPCs with pertinent information are easy to identify. Characters with a large "!" icon over their heads have quests to give.

A purple "!" denotes a story-critical quest, while an orange "!" represents a side mission.



Story-Critical Quest



Side Mission

Characters with a "?" icon have further details on a quest already in progress. Often these "?" characters will need to be spoken to again in order to successfully complete the quest. Make sure to check your Quest Log or ask Murmur if you're unsure what to do next.

THE QUEST LOG



Once you begin adventuring in earnest, you might have a large number of quests to keep track of all at once. If you ever want to check on the specifics or status of a quest that you are on, you can open your Quest Log by pressing the associated icon in the bottom interface or pressing [L]. This will show you all of your active quests, what you have to do to complete them, and the reward you'll get once they are done. In addition to recalling dialogs associated to quests, the Log can be used to track quests and access Murmur for information regarding specific quest steps.

FINISHING A QUEST

Once you complete a quest, you'll be directed to a specific person or place to wrap things up and get your richly deserved reward. You'll know where to turn in a completed quest because a "?" appears over the person or place you're going to need to see. Just click the NPC and you're done.

TRAVEL

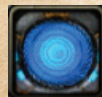
Navigable areas of London are connected by Portals which may be either active or inactive. Active Portals are represented by blue icons and can be used at any time. Inactive Portals and impassable doorways are represented by red icons and cannot be used until some prerequisite is met.

PERSONAL RELOCATION DEVICES

After clearing ruined streets or fetid tunnels, the last thing an adventurer wants to do is trudge all the way back up through the levels already cleared. Never fear! The Personal Relocation Device is a modern technological marvel that can instantly teleport your character from the furthest of London to the last station visited. Best of all, the Personal Relocation Device is activated by a simple right-click from inside your Inventory.

While the Portal opened by the Personal Relocation Device allows for a return journey, when the character that opened the Portal returns to the point of origin, it closes behind them.

NOTE: Personal Relocation Devices are intricate, single-use devices that are destroyed by the very energies that power them when they are activated.



RECALL

Every class also has the Recall skill which creates a Portal that allows for instantaneous, one-way transportation to the last station visited by the character.

TRAVEL TERMINALS



Scattered throughout the many stations underneath London are Travel Terminals. These devices provide instantaneous transportation to any previously visited station.



This transportation is accomplished through a list of the stations that your character has already visited.

THE DEMON CASTES

The Demons that swept across the face of the Earth when the gates of Hell opened are varied in size, shape, ability, and power. They have maintained a violent, deadly system of ascension where only the strongest survive. Only The First has remained unchallenged over the eons, the power structure shifting beneath its dark malevolence. The ranks of the Demons as a whole have been called The Shadow in ancient texts found by the Cabalists and Templar. Whether Lesser or Greater Demon, Dark Will or Eldest, the careful observer will note that these abominations fall into one of four distinct categories, or Castes.

BEASTS



These creatures are the lower forms of life in Hell. They are the naturally-occurring fauna of the Underworld, made evil by their surroundings and their masters. True Demons see them as fodder to subjugate, abuse, brand, armor, and train for battle. Beasts are unintelligent and commonly oriented towards melee combat, attacking with fangs and claws. While susceptible to most types of damage, Beasts of greater power and age can be extremely large and strong, a few reportedly towering over city buildings. Some of these creatures also employ attacks representative of their infernal origins,

unleashing corrosive, poisonous, or fiery effects on their unlucky targets. In terms of natural defenses, the more brutish varieties have thick, armored hides while their smaller, wiry kin rely on agility to avoid attacks.

NECROS



This caste includes both the undead and the Demons that create and command them. Necros often swarm in semi-organized packs, using strength of numbers to overcome the limitations of their commonly weakened and decayed forms. Although usually simple to knock down, some may rise again unless appropriate measures are taken. Their masters are more powerful, and eliminating their commanding presence should be of the highest priority when encountering them. Creatures within the Necros caste commonly use attacks that pierce the flesh, poison the blood, and corrupt the soul. It

is important to note that they are particularly resistant to these same sorts of attacks.

SPECTRAL



spectrums have been found to be highly effective.

PRIMUS



such as fire, and employ mystic shields to safeguard them against more temporal forms of damage.

These are semi-corporeal beings with powerful magical abilities at their disposal. They exist, at least partially, in an alternate and parallel realm of existence known as the Spectral plane, making them difficult to fight using normal physical means. Spectral Demons are visually the strangest and most shocking creatures encountered by the survivors of the Burn, and some even have hidden forms that can only be seen by adventurers with a means to peer into their unearthly realm. Their Spectral power sometimes manifests itself in our world as a form of electricity, and attacks based in similar energy

Also called True Demons, The Primus are the organized beings that command the lesser castes and are the primary cause of the apocalypse. Mostly humanoid in form, they often use weapons and equipment in their vile pursuits, and some have even been seen using human-created technology, although they tend to favor devices of their own fabrication. Their intelligence, use of weaponry, and the ability to attack from both range or in hand-to-hand combat make them a dangerous and unpredictable enemy. True Demons also wear armor that is commonly resistant to traditionally infernal types of damage,

NPCs

As you travel through the devastated chaos of *Hellgate: London*, you'll meet many different characters who are not controlled by other players. These Non-Player Characters (NPCs) are there to help you along with your adventures in any number of ways. While many of these NPCs will have a quest for you, there are some with very specific duties. To interact with any of these NPCs, left-click them when your HUD crosshairs change into a talk bubble.

VENDORS



Vendors populate most stations and can be easily identified by the 'K' icon. Once a Vendor has been accessed, their wares appear on the left side of the screen, while the character's Inventory is located on the right.

Using the cursor, pick up and place items from the Vendor's store into the character's Inventory to purchase an item. To sell an item, simply move an item from the character's Inventory to the Vendor's store. For a fast transaction, hold down **[SHIFT]** and right-click the item you want to buy or sell. You can also use the radial menu to buy or sell items.

Vendors usually have Weapons, Armor, and Miscellaneous items that are categorized by tabs at the top of the store screen. If you ever accidentally sell something that you need, click the Buy Back tab at the bottom of the store screen to repurchase it at the sale price.

MEDICS



These are dedicated people who specialize in mending the body and spirit. Medics can be found in most of London's stations and safe havens. They are represented by the '+' icon on the Automap. Speaking with a Medic immediately replenishes all lost health and power. If you have any pets, minions, or followers, they too will be refreshed by the experience.

CRAFTSMEN

Making a silk purse out of a sow's ear is more than just a quaint expression for these artisans. Amongst the Palladium, weapons, armor, and artifacts that adventurers are sure to find, small bits of tech, runes, and various other assorted materials can also be found or salvaged. Certain NPCs have the ability to create items from base components. This process is called Crafting.

Craftsmen can usually be found in stations, usually near merchants. Once a Craftsman has been accessed, a list of the items they can create appears on the left side of the screen. Items found on the Craftsman's list require a specific number of different base components to create. Placing the appropriate amount of these base components into the central receptacle will allow for the creation of that item.

AUTOMATED UPGRADE DEVICES

Found in many stations, automated systems allow for the altering, enhancing, upgrading, and general alteration of numerous types of items. The Techsmiths have enhanced their various and sundry programming and technologies, originally created by the NanoDyne Corporation, to provide some very unusual and extremely useful results.

AUGMENTREX 3000



The Augmentrex 3000 is a device that can imbue items with extra enhancements for a reconfiguration fee. The amount of Palladium charged for this process depends upon the existing quality of the item and the rarity of the enhancement requested.

After accessing the Augmentrex 3000, simply place the item to be enhanced into it and then select one of the available options.

NANO FORGE



The Nano Forge can be used to add a higher level of quality to an item in exchange for specific salvaged components.

After accessing the Nano Forge, the item to be upgraded is placed into the device. A list of components appears that are required to complete the process. Placing the requested resources into the Nano Forge and activating it completes the upgrade.

DELUX DE-MODIFICATOR



The Delux De-modicator is used to safely remove Mods from items for a fee. The amount of Palladium charged for this process depends upon the quality of the item and the Mod to be removed.

After accessing the Delux De-modicator, place the item from which the Mods are to be removed inside and activate the device to complete the process.

NAVIGATION

Besides being a communication and general data storage device, the Commlink also tracks a variety of navigational information. This data can be accessed in two distinct ways.

THE AUTOMAP



The Automap contains information relevant to a currently occupied area and can be initialized by pressing **[TAB]**. Portals, allies, non-combatants, and quest points appear on the Automap and are designated with different icons.

The Automap cycles through three different display states: a framed display in the upper right, free-floating in the center of the main game screen, and off.

THE WORLD MAP



The World Map is an iconic representation of larger areas that have both been explored and are the next routes to be investigated. This view is the preferred means for planning longer trips through London as well as looking for general quest locations. The World Map can be accessed by pressing **[M]**.

GAINING EXPERIENCE / LEVELING UP

As you explore the once-proud city of London and battle against the minions of darkness, you will gain valuable experience for your efforts. As you reach certain predetermined milestones, your character “levels up”. This progress towards reaching the next level is tracked at the bottom of the screen in the Experience Bar. When the bar fills up completely, you gain a level!

When you level up, your character’s health and power are completely rejuvenated and points are gained to put towards both Character Statistics and Skills.

NOTE: Each Statistic and Skill point assigned is permanent, so choose wisely!

STATISTICS



Every time your character gains a new level, five points are awarded that may be distributed among the four basic Statistics: Accuracy, Strength, Stamina, and Willpower. To access the Character Statistics screen, press **[I]**.

On the Character Statistics screen you can assign points by clicking the + button next to each Statistic. Each click increments that Statistic by one point. You can learn how each Statistic affects your character by placing your mouse cursor over the name of the Statistic.

SKILLS



Each time you level up, you gain a point to put towards your Skills, which are specific abilities that define your class and form the individual nature of your character. To access the Skills screen, press **[K]**.

Skills are classified as either Active or Passive. Active Skills must be triggered to be effective and each use results in a corresponding loss of Power. Depending on the effect, Passive Skills are either always on or can be toggled on or off by right-clicking them within the Skill Sheet.

You can assign points to a Skill by clicking the + button next to it. To see what a particular Skill does, place the mouse cursor over the associated icon for descriptive text.

TRADING

The best equipment in the game can always be found by adventuring. This means that sometimes you'll find a really good item that you can't use. But there is probably someone else who would love to trade you something for it.

When you are in an Underground Station or another non-combat "town" location, you may invite another player to trade with you. First, approach the other player character until your HUD crosshairs change into a talk bubble. Then, press and hold the left mouse button to bring up the radial menu, move the mouse to the Trade option, and release the mouse button. This invites the player to trade with you. Players are free to either accept or decline to Trade. If a player accepts, a secured trading window opens where you both put the items you're interested in swapping. Then, the players should inspect the items, negotiate as appropriate, and ultimately, if agreement is reached, click both Accept buttons to complete the trade.

STORAGE LOCKERS

Sometimes you'll want to keep more than you can carry in your Inventory. Every character has a series of lockers located within numerous stations. Here you can stash those items you want to save for later use. Whether it is a rare Mod, crafting materials, dye kits, or just a piece of armor that looks really cool, this is where you'll want to keep it.

PLAYING ONLINE

Take the war online to take your *Hellgate: London* experience to the next level. TO ACCESS MULTIPLAYER FEATURES, YOU MUST CREATE AN ACCOUNT WITH THE ENCLOSED REGISTRATION KEY. EACH KEY CAN BE USED ONCE AND CREATES ONE ACCOUNT. INTERNET CONNECTION REQUIRED. YOU MUST AGREE TO *HELLGATE: LONDON* TERMS OF SERVICE WHICH CAN BE FOUND AT WWW.HELLGATELONDON.COM TO CREATE AN ACCOUNT. ADDITIONALLY, YOU MUST BE AN ADULT OVER THE AGE OF 18 TO CREATE AN ACCOUNT OR HAVE A PARENT OR GUARDIAN OVER THE AGE OF 18 CREATE AN ACCOUNT FOR YOU.

Flagship Studios and Ping0 MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.HellgateLondon.com.

FORMING GROUPS

Adventuring is much more fun when you're a part of a group. That is why they call it forming a party, after all!

To start up a group, find someone in "town" that you want to play with, move towards them, and left-click when your crosshairs change to the talk bubble icon. This opens the radial menu with the option Invite to a Party in the center. Selecting this option invites the player to join your party. Invited players may then accept or decline. If a player accepts, you'll see the character's face along with some vital statistics (a "portrait") pop up on the left side of your screen.

If you are the leader of a group (meaning you are the one inviting people) you have several other commands at your disposal. You can remove a member of the party by left-clicking a character's portrait and selecting the kick option. If you want to release everyone from the group, choose the disband option.

You can also use the chat box interface to /kick or /disband, as well.

If you are a member of a party and you're ready to move on, you can simply left-click any party member's head and choose the Leave command or press **[ENTER]** and then type /leave.

NOTE: You can also invite a player into your group by pressing **[ENTER]** and then typing /invite <PLAYERNAME>. This is very handy when the person you want to play with isn't in the same town as you are. If someone invites you to group in this way, press **[ENTER]** and type /accept and you're on your way to battling the forces of Hades!

CHATTING

To talk with other players in the game, press **[ENTER]** to activate the chat window. A cursor appears in the transparent pane in the lower left of your screen and you can type your message. When you're done, press **[ENTER]** to send your message.

/town—Speak to everyone in the vicinity

/w <playername>—Speak privately to a specific player

/p—Speak with everyone in your party

Your chat log will fade after a time, but you can view it again by pressing the small arrow button located on the top left of your Health orb. Remember to hold down **[ALT]** to bring up your cursor.

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PERFORMANCE TIPS

SYSTEM REQUIREMENTS

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports the requirements. System requirements can also be found by going to <http://www.HellgateLondon.com> and clicking on **Support**.

BACKGROUND TASKS

In some cases programs that are running on your system can monopolize resources that the game needs in order to install, load, and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks," that are always running on your system.

IMPORTANT NOTE: While shutting down background tasks will optimize your system for running *Hellgate: London*, these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *Hellgate: London* by restarting your computer.

If your system is running anti-virus or crash guard programs you will need to close or disable them to run *Hellgate: London*. To do this, find the icon for the program on the Windows Taskbar and then right-click the icon and select "close," "disable," or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

Once anti-virus and crash guard programs have been disabled, you should end all unnecessary general background tasks.

To view and close background tasks (Windows XP):

1. Hold down **CONTROL** and **SHIFT** and then tap **ESC**. Select the Windows Task Manager.
2. Click the **Processes** tab. This tab displays a list of all background tasks running on your system.
3. Click the **User Name** column heading. This sorts all the processes together by user name.
4. Select an item with a user name, but DO NOT select one from the SYSTEM, LOCAL SERVICE, or NETWORK SERVICE groups. Also, DO NOT select the *explorer.exe* or *taskmgr.exe* items.
5. Click **END PROCESS**. You may receive a warning message, if so click YES. The selected item disappears from the list.
6. Repeat steps 4 and 5 until only *explorer.exe* and *taskmgr.exe* remain in the user name group.

VIDEO AND SOUND DRIVERS

An outdated video or sound driver can lead to slow and choppy gameplay, or in some cases can prevent the game from running at all. To ensure an enjoyable experience with *Hellgate: London*, be sure that you have the most recent video and sound drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have, or you don't know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

Hellgate: London uses the following TCP and UDP ports for Internet Play:

TCP Port: 4306

UDP Port: 4306

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator for any special settings or requirements you may need.

TECHNICAL SUPPORT

For Technical, Account, or Billing Support please go to:

<http://www.HellgateLondon.com>. Login with your account name and password, then click **SUPPORT**.

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