

**N-GAGE**  
NOKIA

[www.n-gage.com](http://www.n-gage.com)



Ashen © 2004 Nokia. Developed by Torus Games.

Single Player

Multiplayer

Bluetooth

Online Option\*

\* Online game play requires network support.

**NOKIA**

For use only with the N-Gage mobile game deck. *Copyright © 2004 Nokia. All rights reserved.*  
Nokia and N-Gage are trademarks or registered trademarks of Nokia Corporation. Other product and company names mentioned herein may be trademarks or trade names of their respective owners.  
Printed in China. Bluetooth is a registered trademark of Bluetooth SIG, Inc.

ASHEN

# N·GAGE

1-4 PLAYERS

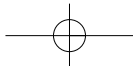
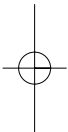
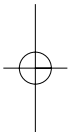
ONLY ON  
N·GAGE



NOKIA



ONLINE FEATURES AVAILABLE



Part No. 9230438, Issue No. 01  
R/XXXXXX/YY

Copyright © 2004 Nokia. All rights reserved.

Nokia, N-Gage and Ashen are trademarks or registered trademarks of Nokia Corporation. Other company and product names mentioned herein may be trademarks or trade names of their respective owners.

Printed in China.

Package contains one game on one game card. Made in Taiwan.

The information contained in this user guide was written for Ashen. The publishers operate a policy of ongoing development and reserve the right to make changes to any of the products described in this document without prior notice.

UNDER NO CIRCUMSTANCES SHALL NOKIA BE RESPONSIBLE FOR ANY LOSS OF DATA OR INCOME OR ANY SPECIAL, INCIDENTAL, AND CONSEQUENTIAL OR INDIRECT DAMAGES HOWSOEVER CAUSED. THE CONTENTS OF THIS DOCUMENT ARE PROVIDED "AS IS." EXCEPT AS REQUIRED BY APPLICABLE LAW, NO WARRANTIES OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE MADE IN RELATION TO THE ACCURACY AND RELIABILITY OR CONTENTS OF THIS DOCUMENT. NOKIA RESERVES THE RIGHT TO REVISE THIS DOCUMENT OR WITHDRAW IT AT ANY TIME WITHOUT PRIOR NOTICE.

#### EXPORT CONTROLS

This product contains commodities, technology, or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

## FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



#### PLAY SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger.  
Follow any restrictions or rules in the device's user guide.



#### ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



#### INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



#### USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



#### ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.



## Important: Safety information about video games

### About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

## CARE AND MAINTENANCE

Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.


- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

## Table of Contents

|  |    |
|--|----|
| Inserting the N-Gage Game Card           | 3  |
| Starting a Game                          | 3  |
| Bluetooth Multiplayer Game Play          | 3  |
| Using the N-Gage Controls                | 3  |
| Introduction                             | 4  |
| Menu Controls                            | 5  |
| In-Game Default Controls                 | 5  |
| Main Menu                                | 6  |
| Playing the game                         | 6  |
| Characters                               | 10 |
| Enemies                                  | 12 |
| Multiplayer                              | 14 |
| Credits                                  | 15 |
| Nokia Limited Warranty                   | 16 |
| Limitations On Warranty                  | 16 |
| Obtaining Warranty and Technical Support | 16 |
| N-Gage™ Arena                            | 16 |
| Register Your Game Online                | 16 |

## Inserting the N-Gage Game Card

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).





*Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.*

## Starting a game

Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

Do not use the USB port during gameplay.

## Bluetooth Multiplayer Game Play\*

\* To play the game with other users via Bluetooth wireless technology, all participants need to have a copy of the game card.

## Using the N-Gage Controls

### Controller Key

8-way navigation.

Press to activate or select

Game Keys



Clear Key

Edit Key

Menu Key

Opens the Main Menu, a list of applications

Left & Right Selection Keys

## Introduction

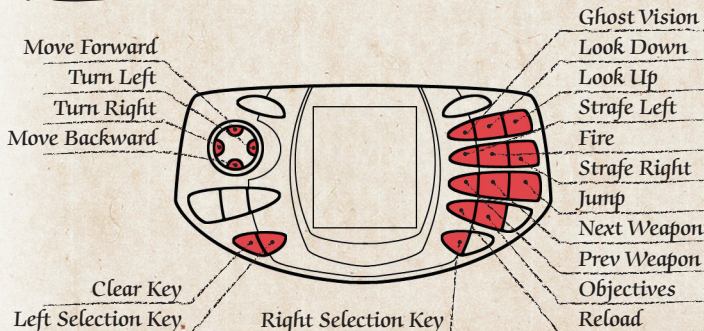
*When Seven River City is plunged into chaos, stricken by storms and overcome with supernatural phenomena Jacob Ward, like most others, is filled with dread and despair. Yet, Ward knows more about this catastrophe than most. As its citizens flee, he must return to Seven River City and work to save it. Somewhere in that half-ruined darkness is his sister, a woman Ward believes is responsible for this disaster, a woman who warned him this would happen...*



## Menu Controls

- **Controller Key Up**  / **Down**  ... *Navigate through menu items*
- **5 key**  / **Left Selection Key**  ... *Select Menu Item*
- **7 key**  / **Right Selection Key**  ... *Back*

## In-Game Default Controls



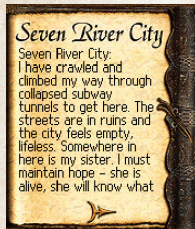
## Main Menu

- **Start** ..... Begin a new game or load a saved game.
- **Options** ..... Change game options such as music and SFX volume, gamma, crosshair type and controls.
- **N-Gage™ Arena** .. Access N-Gage™ Arena.
- **High Scores** .... View the highest scores on this MMC.
- **Quit**..... Leave the game.

## Playing the game

### Journal Screen and Cut Scenes

The journal screen and/or cut scenes appear at the start of each chapter. They contain elements of the storyline as well as some of the objectives to be completed in that chapter.






## Heads Up Display (HUD)



- **Health** ...This is the your current health. You are dead when this bar reaches zero.
- **Armor** ...Your current armor level.
- **Ammunition** ...The number on the left represents how much ammo you have in your current clip. The number on the right indicates how many clips you have for your current weapon.
- **Oxygen Meter** ...This only appears when you are submerged in water. It will deplete as you are under water. You are dead when it reaches zero.
- **Ghost Vision Power Gauge** ...Remaining power available for the Ghost Vision Goggles. This will deplete as the goggles are used. When the power reaches zero, the goggles are removed automatically. The power gauge refills when the goggles are not in use.

## Mission Objective Screen

*During the game, you can access the current and completed objectives by pressing keypad 0 . A red stamped seal will appear to indicate completed objectives.*

## Weapons

*Jacob Ward has a range of weapons available to him.*



Alien Pulse Gun



Shotgun



Grenade Launcher



Sniper Rifle



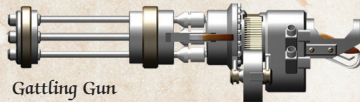
Dual Pistol



Pistol



Machine Gun



Gatling Gun



**Pickups** *The following items can be picked up throughout the game.*

- **Flak Jackets** ...Flak jackets will give you bonus damage protection and come in light, medium and heavy varieties.
- **Ghost Vision Goggles** ...Powered goggles which allow you to see extra dimensional entities and in dark areas for a limited time. Must be removed in order to recharge.
- **Ammunition** ...Ammunition available on each level can be picked up and carried between levels.
- **Weapons** ...Weapons available for pickup are placed strategically on each level.



Ammo/Double Pistol



Ammo/Gattling Gun



Ammo/Machine Gun



Ammo/Pistol



Ammo/Shotgun



Alien Key



Ghost Vision Goggles



Ammo/Sniper



Armour/Heavy Jacket



Armour/Medium Jacket



Armour/Light Jacket



Ammo/Rocket



Ammo/Grenade



## Characters

### Jacob Ward

*Our hero, Jacob Ward, is a tall, solidly built man. Retired from the military for almost a decade, he has spent much of his time since then indulging in his passion for travel and military history. Jacob's discomfort with his sister's focus on occult research has led to a rift between the two siblings. With the events at Seven River City however, Ward is compelled to confront the results of Vanessa's research. He must attempt to locate Vanessa and help put a stop to the chaotic events that he believes she has triggered.*



## Vanessa Ward

*Vanessa is the estranged older sister of Jacob. She has worked for the last few years in Seven River City as a researching historian focusing on lost civilizations and the origins of historical folktales and legends. With the assistance of Charles Eliezer, Vanessa believes that she has uncovered the secret to bringing one of these legends to life - the mythical lost city of Maqabir.*

## Charles Eliezer

*Charles is a wealthy entrepreneur with a long-held fascination for the occult. Prior to the events at Seven River City he has been assisting Vanessa with her research, providing financial and academic aid and resources.*



## Enemies

### Hunter



The Hunter is a clever and dangerous opponent. It is an agile bipedal creature capable of avoiding player attacks and striking back with its unique pulse weapon.

### Psi Stalker



The Crypt Crawler is a relentless killing machine. Animalistic and ferocious, it will pursue the player without regard for self-preservation. Clinging to walls and ceilings, it relies on surprise and agility to take its opponents down.



### Crypt Crawler

### Fire Deacon



The Fire Deacon is a shock trooper. Confident in its ability to absorb damage, it will advance rather than retreat, preferring to close in on its opponent where it can inflict the most damage.

## Brood Maw



The flying Brood Maw shoots plasma projectiles from its mouth as it circles and strafes its opponent. When close to death it will initiate a final suicide dive at its enemy, attempting to kill by exploding on impact.

## Aquagore



The Aquagore is a large amphibious creature that can move on both land and water. It attacks with its "club" like tail on land and shoots fast moving spines when underwater.

## Wraith



The Wraith is a semi-invisible flying creature that circles its opponent at a short distance, attempting to flank before sweeping in to perform a crippling melee attack. The wraith emits a characteristic attack call and is most easily seen using the Ghost Vision Goggles.

## Storm Fluke

The Storm Fluke is a fast moving underwater creature that attacks and retreats in a guerrilla-like fashion. It uses electric shock waves at short range to damage its opponent before disengaging and retreating to safety.





## Multiplayer

To join or start a multiplayer game, select Multiplayer from the Start menu. You can select whether to host the game or join a current game.

### Hosting a Game

Once you have selected to host a game, you will be taken to the Server setup screen. On this screen you can choose from the 2 deathmatch maps and time-limited play or frag-limited play.

Pressing continue from this screen will take you to the "waiting for connections screen". You (host) can start the game from this screen at any time; however once the game has started no further players can join.

### Joining a Game

Selecting this option will take you to the join game screen. On this screen you can select your host, join a game or cancel back to the multiplayer menu.

### Pausing the Game

During gameplay, if any player pauses the game, all other players will also be paused. Likewise, if one player receives a phone call the game will automatically pause for all players.



## Credits

### **Torus Games**

#### **Managing Director**

Bill McIntosh

#### **Producer**

Gick Solomons

#### **Game Designer**

Harry Ravenswood

#### **Lead Programmer**

Stuart Cameron

#### **Content Programmers**

Michael Abbott

Richard Au

Brian Post

#### **Engine and Tools**

Matthew Ellison

David Gaunt

Chris Hayton

Michael Smith

#### **Lead Artist**

Damien Holder

#### **Art Director**

Marcus Mestrov

#### **Artists**

Ivan Kenny-Sumiga

Stuart Rogers

#### **Level Designer**

Van Ricketts

### **Additional Level Design**

David Biggs

Aaron Hoffman

### **Sound and Music**

James Langford

### **Animation**

SubZero Productions

David Biggs

Stuart Campbell

Cameron Crichton

Adrian Millington

### **Test Lead**

David McIntosh

### **Testers**

Jonathon Bink

David L. McIntosh

Dale Pearce

Jeremy Del Rossi

### **Special Thanks**

Ty Carey

Kate Dawson

Megan Davis

Alex Hutchinson

Sarah Kewming

Sarah Penhall

Matt Penhall

Joe Tabor

Cindy Wandel

Amy Warden

### **NOKIA Corporation**

#### **Senior Vice President, Games Business Unit**

Ilkka Ralskinen

#### **Director, Game Publishing**

Pasi Pölonen

#### **Games Producer**

Shinya Yamada

#### **Business Developer**

Pertti Pietarinen

#### **Marketing Manager**

Keiko Yamamoto

Aapo Bovellan

#### **Public Relation**

Stathonikos Damian

#### **Testing Manager**

Timo Virtapuro

#### **Support Staff**

Motohiro Endo

Yu He

Hiroaki Doman

#### **Special Thanks**

Jouni Hytönen

Scott Foe

Jon Bruce

Marja Pihamaa

Damian Stathonikos

Minna Sainio

Helena I. Hattinen

Jussi Solja

Takeyuki Kawashima

#### **Copyright (c) 2004, Xiph.org Foundation**

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

Neither the name of the Xiph.org Foundation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE FOUNDATION OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

## Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

## LIMITATIONS ON WARRANTY

THE BENEFITS CONFERRED BY THIS LIMITED WARRANTY ARE IN ADDITION TO ANY OTHER RIGHTS AND REMEDIES UNDER ANY APPLICABLE LEGISLATION THAT CANNOT BE EXCLUDED. OTHERWISE, TO THE EXTENT PERMITTED BY LAW THE NOKIA N-GAGE GAME CARD AND ALL SOFTWARE CONTAINED ON IT ARE PROVIDED TO YOU "AS IS," WITHOUT WARRANTY OF ANY KIND, EXCEPT AS EXPRESSLY PROVIDED IN THIS NOKIA LIMITED WARRANTY. EXCEPT AS EXPRESSLY SET FORTH ABOVE, NOKIA EXPRESSLY DISCLAIMS ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL NOKIA BE LIABLE FOR ANY SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE NOKIA N-GAGE GAME CARD OR THE SOFTWARE CONTAINED ON IT, INCLUDING DAMAGES TO PROPERTY AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF NOKIA HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME COUNTRIES AND/OR AREAS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR PERMIT THE EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM TERRITORY TO TERRITORY.

## Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: [www.n-gage.com](http://www.n-gage.com)

## N-Gage™ Arena

Your N-Gage game deck must be switched on and be online to use this feature.

N-Gage Arena is an online service that allows you to upload and download game content enhancements over the air to extend game play.

N-Gage Arena is network dependent and requires network support. To use the N-Gage Arena features you need to ensure that your service provider supports data traffic delivery (GPRS) and you have subscribed to a GPRS service. Some networks have limitations that affect your ability to play online. Please see your mobile provider about GPRS support and availability.

Once you have GPRS activated on your N-Gage game deck, select N-Gage Arena from the main menu screen or the in-game icons. More information and instructions are available at [arena.n-gage.com](http://arena.n-gage.com).

You may also need to register and subscribe for some online gaming services. You'll be prompted for this information when using N-Gage Arena. See [arena.n-gage.com](http://arena.n-gage.com) for more details.

Please refer to [arena.n-gage.com](http://arena.n-gage.com) for game play instructions.

## Register Your Game Online

To register, go online at: [www.n-gage.com](http://www.n-gage.com)

Copyright © 2004 Nokia. All rights reserved. Nokia, N-Gage and Ashen are trademarks or registered trademarks of Nokia Corporation. Other company and product names mentioned herein may be trademarks or trade names of their respective owners. Bluetooth is a registered trademark of Bluetooth SIG, Inc.

ENGLISH