

# Isle at: North – manual

## Table of contents

Control	-	2
The beginning	-	3
Load and Save	-	4
The main story	-	5
The side story	-	7
Locations	-	8
The Inventory	-	9
Crafting	-	10
Modular Building	-	11
Items	-	12
Weapons and Tools	-	13



## Control



- 1 - Graphics on/of
- 2 - Dive down, rotate blueprint
- 3 - Move forward
- 4 - Pick up item, interact with objects, set blueprint
- 5 - Place item in chest, rotate blueprint
- 6 - Sleep
- 7 - Inventory
- 8 - Pause
- 9 - Move left
- 10 - Move backward
- 11 - Move right
- 12 - Drop logs
- 13 - Move faster
- 14 - Cancel blueprint
- 15 - Book (story, notes and construction menu)
- 16 - Crawl
- 17 - Jump, dive up

- 1 - Click to use weapon, hold to use tools
- 2 - Hold to use weapon, click to eat/ drink

## The Beginning

You have three choices in the main menu!

If you want to start the game, press "Start", under "Options" you can make a few graphic and audio settings and take a look at the key assignment.

The "Master" slider in audio makes all sound effects and the music louder or quieter. The "Music" slider only changes the volume of the music.

If you started this game by mistake you can return to the desktop with "Quit Game", of course you can still choose one of the other options.



## Load and save

You have an infinite number of lives, but it is still important to save your game one time or another. Especially when you start the first major construction projects, it is definitely better to secure your game.

For everyone who wants to take this advice to heart: To save the game, you simply have to activate the pause with the "P" key. If the game is paused, you can simply click on Save and the status of the game is saved. If you get lost or something unexpected happens, you can click on Load, again in the pause menu, and the game will jump back to the last save point.

## The main story

It was a long time ago that the Six Monsters of the North threatened many people and devastated entire lands. To make matters worse, they gained more and more power until they were finally powerful enough to awaken their master, an evil creature of immense proportions. But the people weren't beaten yet. A brave group of druids stood up against these monsters and banished them to the shadow world.

If someone now believes that the story about these monsters is done, then unfortunately he was wrong. Because the exile, as the wise druids said, is long-lasting, but not forever. Even if the old men's prophecy was not very precise regarding the exact time of return.

That was the reason why my ancestors were asked to prepare for this point in time. You should pay attention to the signs and travel to the shadow world to destroy these creatures once and for all.

To date, this has not happened ...



## The main story

Now my time in this story begins.

I saw the prophesied signs. I knew what was going to happen to me. In order to enter our world, the six have to make themselves vulnerable and this is the only chance to take care of them and destroy them.

Preparations have been made. A sword was forged and kept on an island.

I grabbed an old friend's fishing boat and set off. The trip went smoothly, and I hoped to arrive in time.

Then a storm came ...

Almost all of my equipment was lost.

Now time is running out ...

## The side story

In the 19th century, a small group of researchers wanted to find out something about the shadow world. Their goal was the archipelago on which our main story also took place. First and foremost, they wanted to explore the mysterious animals that are said to exist in the shadow world.

According to their statement, they also made surprisingly good progress. They told of dragons and ghosts, of giant spiders and walking trees. At some point, they said, they would be on the trail of a sensation. After that, they never heard from them again ...

Many simply considered them liars, who found no evidence for their claims and therefore made off. They should be greedy for sensations and attention.

Even people who knew her well and would never have expected anything like that turned away from her legacy.

Nobody knows what the truth is.

Maybe the future will reveal the whole truth.

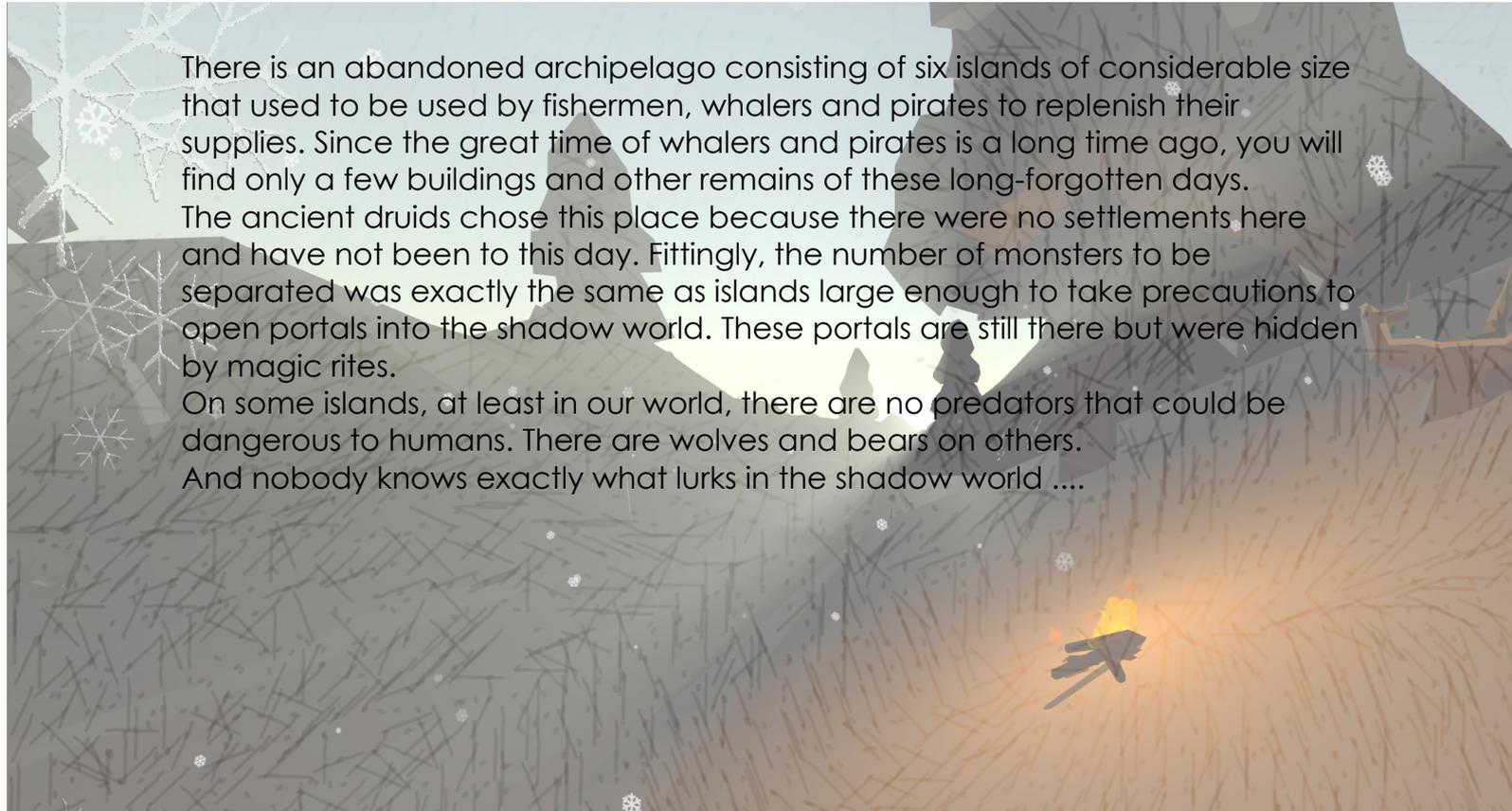
## Locations

There is an abandoned archipelago consisting of six islands of considerable size that used to be used by fishermen, whalers and pirates to replenish their supplies. Since the great time of whalers and pirates is a long time ago, you will find only a few buildings and other remains of these long-forgotten days.

The ancient druids chose this place because there were no settlements here and have not been to this day. Fittingly, the number of monsters to be separated was exactly the same as islands large enough to take precautions to open portals into the shadow world. These portals are still there but were hidden by magic rites.

On some islands, at least in our world, there are no predators that could be dangerous to humans. There are wolves and bears on others.

And nobody knows exactly what lurks in the shadow world ....



## The inventory



This is your inventory. You open it by pressing "I". Here you will find all the items that you collect in the game world, as well as some food and drinks. But your inventory is not infinitely large, all items have a maximum given to them. Your weapons and tools can also be accessed from your inventory.

To equip a weapon, tool, water or something to eat, simply move the cursor over this item and click the left mouse button.

Weapons and tools also have a hotkey:

- |   |            |   |               |
|---|------------|---|---------------|
| 1 | - Knife    | 6 | - Hammer      |
| 2 | - Spear(s) | 7 | - Pickaxe     |
| 3 | - Bow      | 8 | - Torch       |
| 4 | - Sword    | 9 | - Fishing rod |
| 5 | - Axe      |   |               |

## Crafting

This book is your building and crafting menu. Press "B" to open it. Here you will find all buildable weapons, tools, shelters etc. and some other things such as important information to find the portals and more.



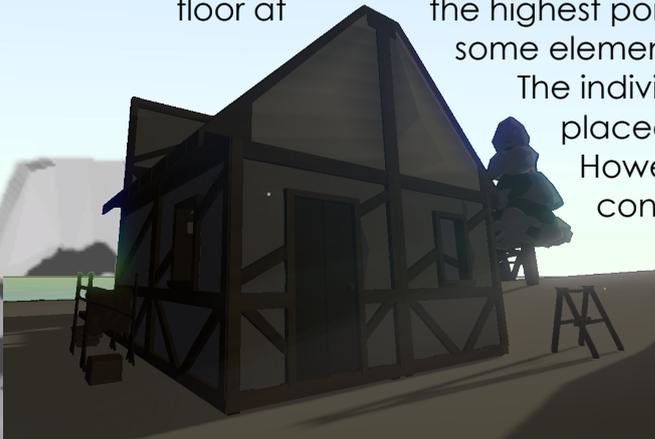
When you have gathered all the objects, the picture is shown in white, if you select it, it is green, otherwise it is red. Some items, such as the pickaxe, can only be made once. However, since these do not wear out, a second one is not necessary. There is also the possibility to improve some tools. For this you need an anvil of the required level and the item to be improved.

## Modular building

Larger shelters or houses can be built with the modular building system. In the book under the light blue house symbol, there are a few selection options available. However, you should definitely bear in mind that you start with the floor at the highest point of the building terrain, otherwise it may be that some elements disappear into the bottom.

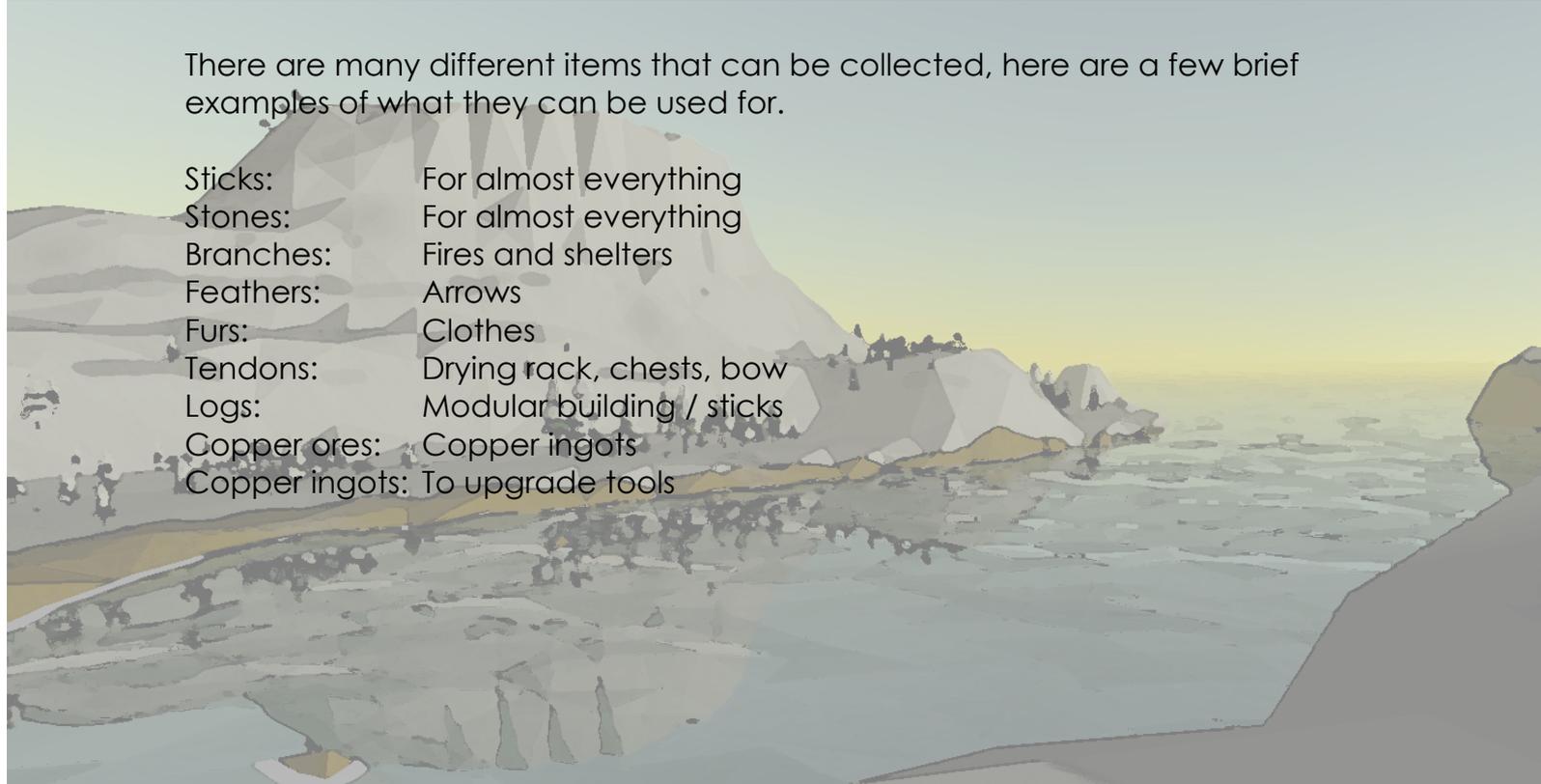
The individual segments are pushed to the place to be placed and, if this is acceptable to you, set with "E". However, if this position is not the correct one, the connection can be released with "H".

If you have selected the wrong segment, you can cancel it with "C".



## Items

There are many different items that can be collected, here are a few brief examples of what they can be used for.



Sticks:	For almost everything
Stones:	For almost everything
Branches:	Fires and shelters
Feathers:	Arrows
Furs:	Clothes
Tendons:	Drying rack, chests, bow
Logs:	Modular building / sticks
Copper ores:	Copper ingots
Copper ingots:	To upgrade tools

## Weapons and Tools

The knife is good for self-defense.



The fire steel, as the name suggests, is to make a fire.



The torch can be used to warm up and can also be used as a lamp.



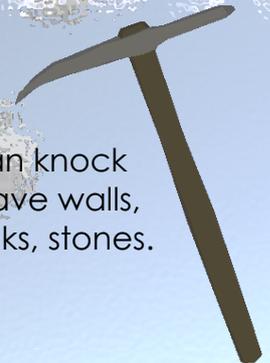
## Weapons and Tools



The ax is good for felling trees and also good for making sticks out of logs



The hammer serves as a deconstruction tool and on an anvil also as an upgrade tool



With the pickaxe you can knock out raw materials from cave walls, as well as make large rocks, stones.

## Weapons and Tools



The spear is a good hunting weapon and also very good for defense

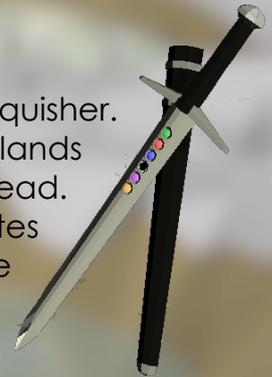


The bow is perhaps the best weapon for hunting

## Weapons and Tools



The fishing rod is there to experience  
a time of calm even in hectic times like this.  
Of course, you can also fish with it



The mighty shadow vanquisher.  
It is hidden on one of the islands  
here and is waiting for the one worthy to lead.  
It can also increase your attributes  
and is the strongest weapon in this game