SALEM RISING

System Requirements

1920 x 1080 Screen Resolution

Graphics Card that supports
DirectX 9.0c and Shader Model 1.1

Windows XP/Vista/7

Installation

Run Set up, run install wizard, and then
run Salem Rising.

Story

The citizens of Salem sense a magical disturbance.
They fear there are witches among them.

They have captured and tried many women on suspicion of witchcraft. Yet there is one true witch among them. Her name is Abagale.

Angry at the injustices of these accusations, Abagale vows to fight with the accused women against their oppressors. Using her magic, she will turn the tides of their battle to achieve victory.

Basic Objectives

Defeat All of the Villagers
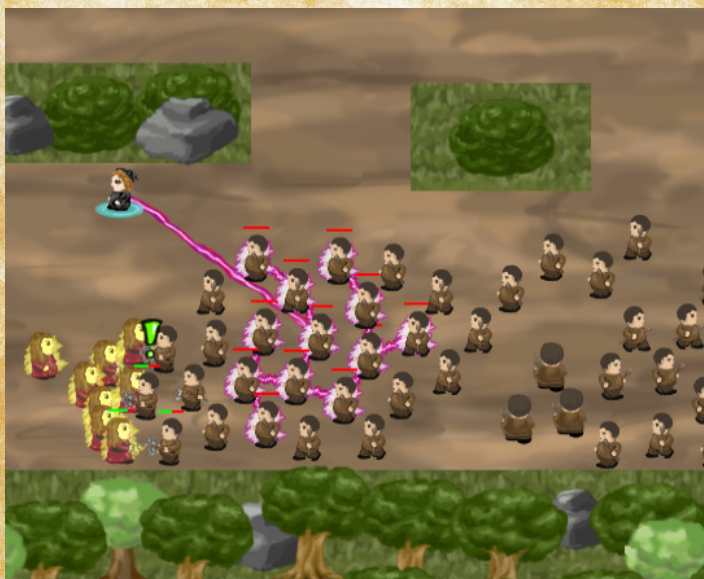
Save the Accused witches and Keep YourSelf Alive

GamePlay and Controls

The Characters

Abagale

Abagale is a young witch from Salem. She has just learned the use of her powers, and so her magic is rampant in Salem. It is her responsibility to guide the accused witches to victory in each of their engagements. She does this through clever use of her spells to turn the tide of an otherwise hopeless battle. She is physically weak, and unable to hold her own in melee.

Accused Witches

The accused witches are fighting with Abagale against the townsfolk. They have no real magic, although this does not stop the people of Salem from accusing them of witchcraft. They form the fighting force on Abagale's side, and will charge towards the villagers to fight for their freedom. The accused witches are capable of fighting back, but they are not as strong as the better armed villagers.

Villagers

Armed, frightened, and angry, the villagers are Abagales opponents, and are the primary challenge in the game. Their religion teaches them that witchcraft is evil in all its forms, and they seek to destroy the accused witches to uphold that belief. The villagers are the most capable melee fighters on the battlefield, and they outnumber the accused. In a fair fight, they will defeat any opponent they come up against.

Combat and Spells

Combat

When a villager and an accused witch get close to one another, they will begin to fight. They will continue to deal damage to one another until one of them is killed, or they are separated. Unfortunately for Abagale, the accused witches have no combat experience or weapons, so in a fair fight the villagers will win every time. If one accused witch fights one villager, the accused witch will die, and the villager will only be wounded. Worse yet, Abagale's focus has to remain on her magic, so if she is attacked, she will be unable to fight back, and will be killed very quickly. To help your side win the battle, you will need to use your spells.
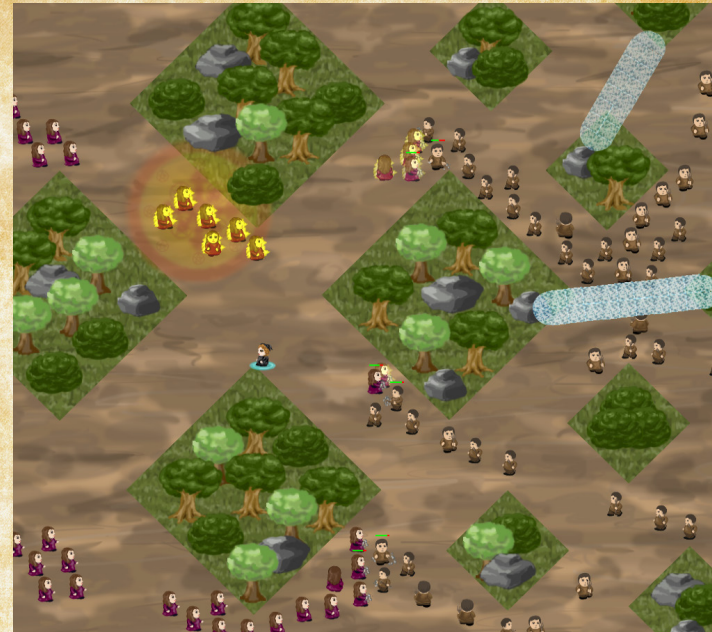
The Inspire Spell

With a simple gesture and the muttering of a few secret words Abagale can inspire accused witches around her to fight against the townspeople. The inspire spell imbues any accused witch in its area with incredible strength and combat skill. Accused witches that have been bolstered in this way become much more capable fighters, and in a one on one fight, an accused witch who has been inspired will defeat a villager, and come out only wounded. The inspire spell allows Abagale to win a well chosen fight, even if she is outnumbered.

The Forcefield

By indicating two points in space and connecting them with her magic, Abagale can conjure a shimmering barrier of force. The forcefield is completely impenetrable, nothing can pass through it, not even magic. The force fields only persist for a little while, but while they exist the flow of battle will shift to go around them, because they cannot be passed through directly. Abagale can use this ability to force fights to occur where she wants them to happen when she wants them to happen. In conjunction with her other abilities, the force field gives Abagale almost complete control over what happens on the battlefield. The force field consumes mana when it is placed. The amount of mana that the force field costs goes up as the size of the force field increases.
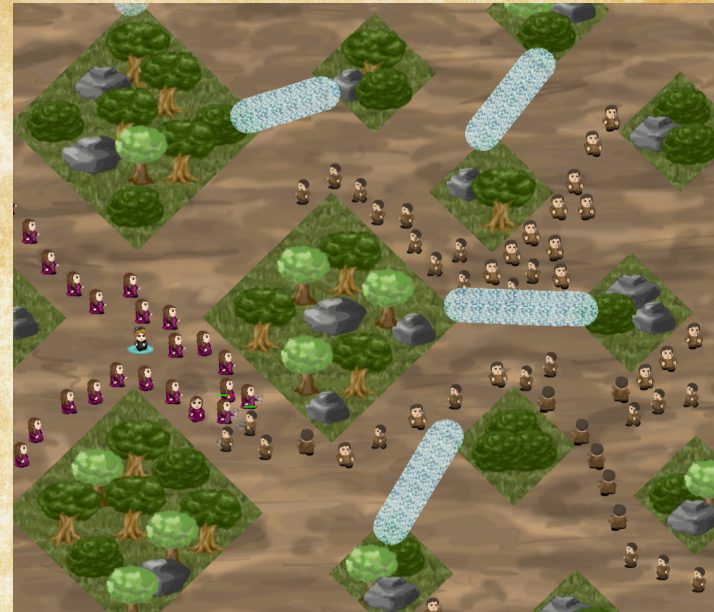
The Chain Lightning

Abagale channels her power through her fingertips into the most concentrated form she can muster: a searing bolt of electric energy. The chain lightning is Abagale's only way of dealing damage to her opponents directly. The lightning arcs from Abagale's hand to a target of her choosing, and then branches to several other targets, killing any townsperson it touches. The chain lightning is not able to strike characters that are on the other side of a piece of terrain, nor is it able to pass through force fields. The chain lightning allows Abagale to destroy large clusters of enemies without risking any of the accused, and enables her to free herself from a tight position every once in a while. The chain lightning is based on a currency system, and Abagale can use three at most. After using these, the lightning recharges over a period of time.
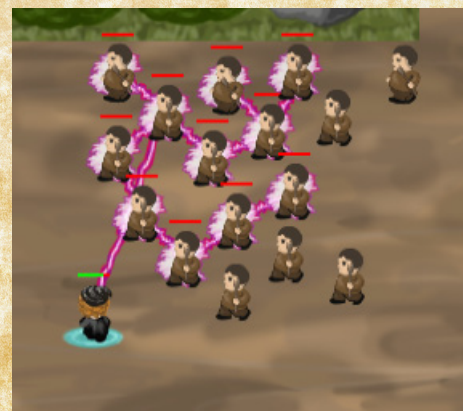
Controls

Move Abagale up, left, down, and right around the battlefield using the W, A, S, and D keys , respectively.

Spell Controls

The inspire spell is triggered with a right mouse click if it is targeted at the accused.
Chain lightning is triggered with a right mouse click if it is targeted at townspeople.
Abagale must have either target within her line of sight to cast a spell.
In order to place a force field, you simply left click and drag. While you are placing a force field, it will be visible on screen. If Abagale doesn't have enough mana to cast it, it will simply disappear.

Credits

Ari Karo - Project Leader

Dustin Tiedemann - Lead Programmer

Allie Riggs - Artist

Michael Dougherty - Programmer

John Steidley - Programmer

Ryan Kozierok - Programmer

Turbo Penguin Studios