

Illum

“Babylon is to be destroyed”



Game Manual

Introduction

Thank you for your interest in this game. It was created to provide the players with the best possible quality and immersion experience.



Disclaimer

The religious content and events portrayed in this game, are an inherent part of the “Ancient Near East” culture and history, and cannot be dissociated from it.

The objective was to do an honest and accurate depiction of those times based on archaeological evidence, using a “poetic license” when certainty was not possible, without any bias in favour of or against any particular person, society, creed, nation or religion.

Please do not proceed further if you believe this type of content is offensive to you.

Overview

Illum is a 3D action open-world game, featuring elements of exploration and city destruction. Taking place in ancient Babylon and the surrounding region, for a total of 9 cities plus settlements and villages, in a map of 224 km².

You can destroy virtually anything: furniture, houses, buildings, palaces, structures, ziggurats etc. You can get into any houses and buildings; interact with NPCs and play as them, by fighting with their “idol god”.

In between the action and exploration, there are 100 quests and you can travel through ancient Mesopotamian cities as they appeared at that time, based on archaeological evidences; providing a deep immersion that you make you entertained throughout the experience.

Add to the immersion the Akkadian voice-acting used during the game, which is the actual language the Babylonians spoke at those times.

Story line

The year is 539 BC, the time when the Babylonian empire fell to the Persians and its Jewish captives released from servitude after 70 years. As prophesied much before, Babylon is to be destroyed and the Ark of Covenant captured and taken back to Jerusalem.

Ezra, the high priest, will guide you throughout the mission, helping you in the destruction of Babylonian property, idol gods and mythological believes.

Gameplay

Illum provides a linear and non-linear open-world gameplay, which means you are able to go wherever you wish at any time, and choose what to do the way you like, but also to progress into the game by reaching and accomplishing linear quests.

The character movement is a hybrid mode between FPS (first person shooter) and TPS (third person shooter). The transition blends automatically when you are running or not. You have to decide which mode to use at each moment, based if you need more attack precision (FPS) or moving speed (TPS).

The TPS mode is split in two sub-modes: “Normal Distance” (default) and “Panoramic Camera”, which can be activated at any time by the press of a button. In the second sub-mode, the camera will start moving away from the character until a maximum distance of 10 000 meters is reached. The distance is reset if you transition back to FPS mode. This gives a worldwide panoramic view which enriches the environment and provides a more “archaeological like” immersion to the gameplay.

You are able to destroy any buildings and objects in the game. This will randomly release “Faith” points, which can be used to execute a “Divine Power”, empowering all the characters abilities, allowing him to attack from distance and jump higher, among other effects. These will be described in details further ahead.

You will be exploring a vast area of 224 km², traveling by water, by animal or by foot, through desert, marshes, plains and cities, where you can enter any houses and buildings; which will all have furniture and NPCs living inside; and that you can interact with and play as any of them.

To play as any NPC, you first need to fight and destroy his “idol god” in the “Apsu”, a mythological place the Babylonians believed the gods created the world and humankind.

To bind all the action and exploration, there are 100 quests to complete. You will first have to reach the quest checkpoint, which is indicated by a world compass. If you have enough destruction rate you can then start the quest, which will transport you to different Babylonian mythological places, such as “Naqba” (Legend of Gilgamesh) and “Kurnugi” (Descent of Ishtar), on which you will have to accomplish the quest challenge to unlock to the next quests.

Game Objectives

In order to unlock the “game-end”, you need to have completed at least 51quests. At this point, you are able to capture the “Ark of Covenant”, stored somewhere in the map, thus fulfilling the prophecy and triggering the ending.

You can, however, keep playing more quests and not finish the game immediately. After all, you have 100 quests and lots of fun in between! You will see that wiping entire districts, palaces, areas, cities and accomplishing quests will give you a sense of accomplishment that will keep you entertained through the game.

Faith

Illum’s most important element is the “Faith” points. The more points you have, the more you can use the “Divine Power”, the more you can change the current weather to a more destructive mode, the easier it will be for you to defeat the “idol god” and change your current character, the easier it will be for you to succeed in quests. All that will add to the current “Destruction Strength”, making easier for you to destroy objects.

Illum rewards you with “Faith” points in the following ways:

- An object is destroyed (randomly released, affected by the character’s “Focus” property)
- A “Syllable” is captured (these will be spread all over the world)
- An “idol god” is defeated
- A quest is accomplished

Penalties

There are 2 ways you can be penalized in Illum. The first is by dying, which happens during battles or if you fall from big heights. When you die, you lose your current character and then the “base-character” is re-activated.

The second is by hitting or killing NPCs in the open-world map. This will increase the “Maledictions” count; and once it reaches 100, the same penalty effects as dying is applied.

Combo System

Illum offers an attack combo system that needs deep understanding and skills to use it properly, which needs to be used according to the current situation you are in.

This combo system differs greatly from other “Hack & Slash” games when is more important to attack at the right time, as much as possible, rather than attacking constantly.

It is composed of 3 sequential attacks, which will happen one after the other if they are used within 3 seconds from the next. The 1st is called “Destroyer” (*mu'abit*) and is a regular attack with strength of “1”. You can move freely for the attack duration. The 2nd is called “Spindle” (*pilaqu*) and is a spinning attack with strength of “2”. You will be locked for the attack duration, but you will get a small impulse forward, that can be used to close the gap between you and the enemy. The 3rd is called “7x Sevenfold” (*šibitšu šibitan*) and is a jump attack with strength of “3”. You can move freely but will be more difficult to hit a specific point with precision.

If the “Divine Power” is toggled on, each attack is intensified and provided new features. This will, however, consume 1 “Faith” point for each attack, and needs to be managed by you accordingly, so you won't run out of it. For the 1st attack, the modifier is a hand that goes toward the direction you are aiming and then returns after it hits something. This is used to attack from the distance. The 2nd attack, you get more impulse forward and it will hit anything that is in a small distance in front of you, regardless of your aim. This is used to affect a “certain” hit. In the 3rd attack, you get an immense jump impulse, which can be used to reach heights that were not possible before, to evade the enemy and to fast travel within the city.

Blocking has a fundamental role in the combo sequence, which adds another layer of mastering to this system. Once the combo starts, it can be cancelled (reset) by using the block button. Also, if you have the “Divine Power” toggled on, and you are falling from a big height, blocking will prevent damage from being inflicted as you land to the ground. During a fight, blocking will mitigate some damage from an enemy attack if the “Divine Power” is toggled off. When toggled on, no damage will be inflicted at all, so you are immortal as long as you are facing the enemy, however for each successful block, 1 “Faith” point will be deducted.

Finally, when the “Divine Power” is toggled on, double jumping will cause you to get a big impulse forward, allowing you to fly. This can be used to reach other parts of the city faster when on foot, by jumping from big heights and controlling the character as he is flying.

Destruction System

There are 6 object sizes in Illum, each requiring a different “Damage Strength” to be destroyed. The table below shows each type and the strength required to have it destroyed:

Object Size	Damage Strength Required	Examples
Small	1	Pottery vase, lamp
Medium	2	Bed, door
Big	3	House, wall
Giant	4	Gate, silo
Massive	5	Temple, facade
Colossal	6	Ziggurat, palace

There are 3 aspects that contribute to the damage strength bonus value. One aspect is the current weather. The table below shows the strength bonus each weather mode has:

Weather Mode	Damage Strength Bonus
Normal	0
Water	1
Air	2
Earth	3
Fire	4

Another aspect is if the “Divine Power” is toggled on or not. If so, it will automatically add 1 “Damage Strength” bonus to the total.

The last aspect is what character is currently active. The “Characters” section below will introduce all characters and show the “Damage Strength” bonus for each of them.

Characters

There are 20 different classes of characters in Illum, but thousands that walk around the city and can be played with at any time by you. To play as a character, you have to “convert” the NPC, which happens after its “idol god” is destroyed in a Babylonian mythological place called “Apsu”.

The main character is a captive from Judah kingdom. This is the “base-character” you start with, and is automatically “activated” when you die as another character.

Each character type has its own set of properties and carries different weapons. They were all created based on actual classes from the Babylonian society at that time, after some rigorous historical research. Their clothing, regalia and visuals will also match what they would have looked like. The property types can be summarized as follows:

Movement speed: Applies for both walking and running and affects how fast a character can move.






Stamina: Affects how fast the character gets tired when running.






Resistance: Indicates the amount of damage each character can take before dying.






Focus: Influences the probability that “Faith” points are gained after an object is destroyed.





Purity: Affects the amount of “Faith” points necessary to activate power effects, such as weather change and “Divine Power”.


See below a table with all characters, including their background storyline and their specific properties.

Character	Description	Properties	Damage Strength Bonus
<p>Jewish Male</p> 	<p>His name is "Ahu-Yama" and he is "ia'udi", a captive from Judah kingdom. He can read and write in Hebrew, Aramaic and Akkadian cuneiform.</p>	<p>Average speed, stamina, and resistance. Medium focus. Low purity.</p>	0
<p>Slave Male</p> 	<p>His name is "Sin-Naḥrari" and he is a "wardu", a Babylonian slave. He uses a hairstyle called "abuttu", which is used to lock him in place.</p>	<p>Good speed, average stamina and resistance. Low focus. Low purity.</p>	+1
<p>Slave Female</p> 	<p>Her name is "Nubta" and she has the same condition as "Sin-Naḥrari", but instead of heavy working, she is a domestic slave.</p>	<p>Slow speed, stamina and resistance. Maximum focus. Medium purity.</p>	-1
<p>Merchant Male</p> 	<p>His name is "Šamaš-Šum-Ukin" and he is "awilu", a middle class city dueler. Living out of trading, crafting and leasing.</p>	<p>Average speed, stamina and resistance. Low focus. Low purity.</p>	+1
<p>Merchant Female</p> 	<p>Her name is "Bunanit" and she is the wife of "Šamaš-Šum-Ukin". She uses a veil when going out to show everyone she is married free-citizen.</p>	<p>Slow speed, stamina and resistance. Maximum focus. Medium purity.</p>	-1

<p>Child Male</p> 	<p>His name is “Gimillu” and he is a “šihūru”, a proud legitimate child. So he uses a medallion to show it to everyone.</p>	<p>Slow speed, stamina and resistance. Maximum focus. Maximum purity.</p>	<p>-1</p>
<p>Child Female</p> 	<p>Her name is “Anatu”, the sister of “Gimillu”. She likes collecting dates and she is not afraid of Lamaštu.</p>	<p>Slow speed, stamina and resistance. Maximum focus. Maximum purity.</p>	<p>-1</p>
<p>Noble Male</p> 	<p>His name is “Nabu-Bullišu” and he is a “rabu”, a noble. He attended a scribal school when young, so he can read and write Akkadian and Sumerian cuneiform.</p>	<p>Average speed, stamina and resistance. Low focus. Low purity.</p>	<p>+1</p>
<p>Noble Female</p> 	<p>Her name is “Hanina” and she is the wife of “Nabu-Bullišu”. She loves all her jewelry, cosmetics and dresses. She has 3 servants and treats all of them kindly.</p>	<p>Slow speed, stamina and resistance. Maximum focus. Medium purity.</p>	<p>-1</p>
<p>Priest Male</p> 	<p>His name is “Ea-Kudurri-Ibni” and he is “šangu”, a high-priest. He can do libation rituals, serve food to the gods and enter the temple’s main cella.</p>	<p>Average speed, stamina and resistance. Low focus. Low purity.</p>	<p>+1</p>

<p>Priest Female</p> 	<p>Her name is “Nuptaya” and she is a “nadītu”, a cloister priestess. She owns a few taverns around the city and can enter some parts of a temple to worship her gods.</p>	<p>Slow speed, stamina and resistance. Maximum focus. Medium purity.</p>	<p>-1</p>
<p>Peasant Male</p> 	<p>His name is “Šamši-Adad” and he is a “muškenu”, a peasant working in the crop fields, fishing and planting date palms. He duels in the countryside, living in reed houses.</p>	<p>Average speed, stamina and resistance. Low focus. Low purity.</p>	<p>+1</p>
<p>Peasant Female</p> 	<p>Her name is “Damka” and she is also a countryside peasant but can prepare the best fishcake in the entire Babylonia.</p>	<p>Slow speed, stamina and resistance. Maximum focus. Medium purity.</p>	<p>-1</p>
<p>Bedouin Male</p> 	<p>His name is “Nur-Papsukkal” and he is an “araba”. He is a sheep herder living in tents in the outskirts of the cities and sometimes in the deserts.</p>	<p>Average speed, stamina and resistance. Low focus. Low purity.</p>	<p>+1</p>
<p>Bedouin Female</p> 	<p>Her name is “Ubartu” and she is one of the wives of “Nur-Papsukkal”. She does not have servants so she learned to cook some great roasted lamb with honey.</p>	<p>Slow speed, stamina and resistance. Maximum focus. Medium purity.</p>	<p>-1</p>

<p>Soldier Melee</p> 	<p>His name is “Zababa-Iddin” and he is a “rēdū”, a well-trained close-combat soldier with vast experience in pillaging and siege warfare.</p>	<p>Good speed, stamina and resistance. Low focus. Low purity.</p>	<p>+3</p>
<p>Soldier Archer</p> 	<p>His name is “Nergal-Mušallim” and he is a “šabu”, a well-trained archer, with vast experience in defending the city walls against invading armies.</p>	<p>Good speed, stamina and resistance. Low focus. Low purity.</p>	<p>+2</p>
<p>Soldier Royal</p> 	<p>His name is “Lu-Ninurta” and he is a “gamarru”, a well-trained gate-guard with vast experience in protecting the king and the royalty against any assaults.</p>	<p>Maximum speed, stamina and resistance. Low focus. Low purity.</p>	<p>+4</p>
<p>King</p> 	<p>His name is “Nabu-Na'id” and he is the “šarru”, the king of kings. Though he is about to pass his crown to his regent son, so he can travel abroad and improve his health and mental conditions.</p>	<p>Average speed, stamina and resistance. Low focus. Low purity.</p>	<p>+1</p>


<p>Queen</p> 	<p>Her name is “Nitocris” and she is the “šarratu”, the queen and daughter of Nebuchadnezzar II. Due to the king’s incompetence, she is being responsible to defend Babylon against the invading Persians.</p>	<p>Slow speed, stamina and resistance. Maximum focus. Medium purity.</p>	<p>-1</p>
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World Map





Illum depicts Babylonia 539BC, with all the nearby cities from Babylon that would exist at that time. The layout of each city is created according to archaeological evidences whenever available. When not available, the best of efforts was carried out to approximate what it would have looked like, based on sampling patterns from existing evidences from other places at that time, with some degree of “poetic license” and dramatization.


Outside of the cities, 4 types of landscape were defined: fertile fields along the river, alluvial marshes, arid semi-desert plains, and desert. Each environment trying to match the actual Mesopotamian landscape.

See below a quick overview of each of the cities with their historical peculiarities:

City	Description
<p>Babylon</p> 	<p>Capital city of the Babylonian empire. The biggest and most popular city of the “Ancient Near East”. Center of civilization, trading and culture for thousands of years.</p> <p>Patron god: Marduk (merodach) Sanctuary: Esagil Ziggurat: Etemenanki</p>

<p>Borsippa</p> 	<p>Sister city of Babylon. Second most important city of the empire. Land of the scribes, literature and culture.</p> <p>Patron god: Nabu (nebo) Sanctuary: Ezida Ziggurat: Eurmeiminanki</p>
<p>Sippar</p> 	<p>The city of “Sepharvaim” mentioned in the Bible. Older than Babylon itself, it always had a more independent “status quo” than the other cities of the Babylonian empire.</p> <p>Patron god: Šamaš Sanctuary: Ebabbar Ziggurat: Ekunankuga</p>
<p>Kutha</p> 	<p>The city of “Cuthah” mentioned in the Bible. Believed to be the gates of the netherworld, a place where the death cult was central.</p> <p>Patron god: Nergal Sanctuary: Emeslam Ziggurat: Euruanki</p>
<p>Kish</p> 	<p>One of the oldest cities known in the ancient times, dating back to Sumer. It was once the capital of an older independent dynasty, and from where the Akkadian empire emerged.</p> <p>Patron god: Zababa Sanctuary: Edubba Ziggurat: Eunirkitušmaḥ</p>

<p>Hursagkalama</p> 	<p>Sister city of Kish. Known to its reddish bricks and twin ziggurats. It was once part of Kish but it eventually became a separate city as it grew.</p> <p>Patron god: Ninlil Sanctuary: Ehursagkalama Ziggurat: Ekurmah/Emelammah</p>
<p>Dilbat</p> 	<p>Known to the abundance of its grain fields, which provided food for the entire region.</p> <p>Patron god: Uraš Sanctuary: Eibianum Ziggurat: Egubbanki</p>
<p>Marad</p> 	<p>Another very old settlement dating back to Sumer, annexed into the Akkadian empire after the conquest of Sargon of Akkad himself.</p> <p>Patron god: Ninurta Sanctuary: Eigikalama Ziggurat: Egangadudu</p>
<p>Akkad</p> 	<p>Capital of the Akkadian empire, the city itself has been destroyed and has never been precisely located, though it is known to have existed at the banks of the river Tigris, somewhere north of Babylon.</p> <p>Patron god: Ištar Sanctuary: Eulmaš Ziggurat: Eandasaya/Esugal/Ebaraude</p>

<p>Others</p> 	<p>Others known small settlements and villages from that time were added to the game. These are: Saḥrin, Kazalu, Sarpan and Kidnun. All of them with accurate location taking Babylon as a reference point, based on evidence from cuneiform inscriptions.</p>
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Control Scheme

Button	Action
WASD (Directional)	Player movement control
<Shift> (R1)	Run
<Ctrl> (R2)	Crawl
Space (A)	Jump
Mouse L (X)	Attack
Mouse R (L1)	Block
R (B)	Toggle Divine Power (ilūti rabiti)
T (L2)	Toggle Panoramic Camera (ūmu etāqu)
E (Y)	<p>“Interact” with the NPCs.</p> <p>On a normal character: Transport the player to a “Conversion” place.</p> <p>On Ezra: Transport the player to a “Quest” place.</p> <p>On Animal/Boat: Causes the player to mount them.</p>
C (R Directional Button)	Call dromedary (land transport).

V (L Directional Button)	Call reed boat (water transport).
<Tab> (Select)	Weather mode selection. Player is sent to air into "God mode", where he can have a panoramic view of the world. Here he can select from 5 different weather modes, which will change the visuals of the game: Normal, Water, Air, Earth and Fire.
<Esc> (Start)	Pause the game and brings the menu

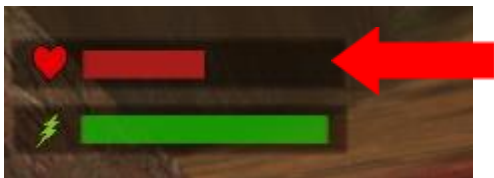
User Interface (UI)

General view



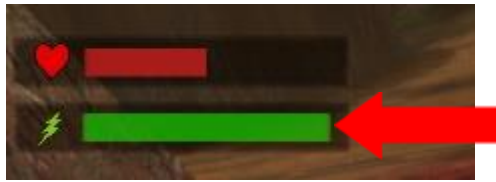
Health

The character's current health bar indicator. When empty, you die:



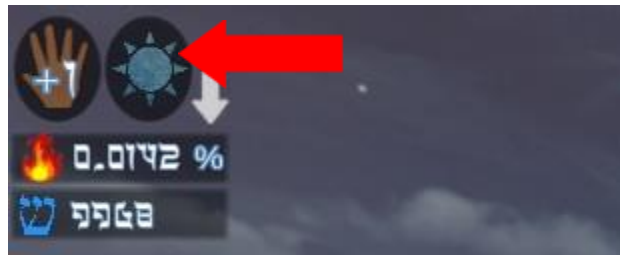
Stamina

The current stamina. It will decrease as character runs. When empty, you are unable to run, but can walk:



Current Weather

You can choose between 5 different weather modes: Normal, Water, Air, Earth and Fire. This UI will show the current selected mode:

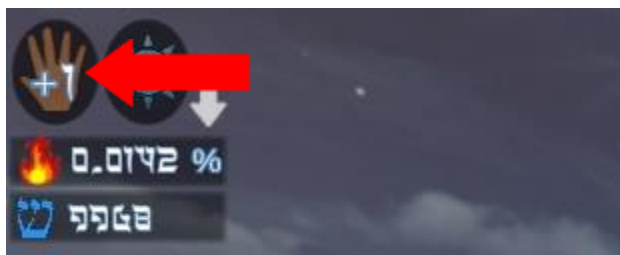


The UI to select the weather modes is shown below:



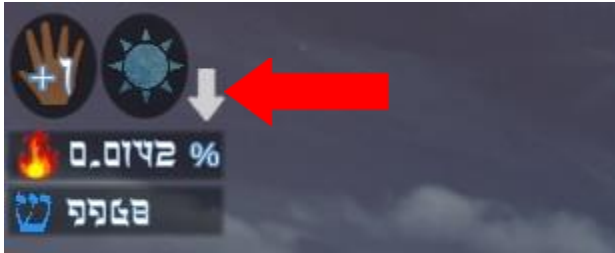
Attack Damage

The attack damage is calculated from a combination of: current character class, current weather and if the "Divine Power" is activated or not. More details on that are explained in the "Destruction System" sub-section:



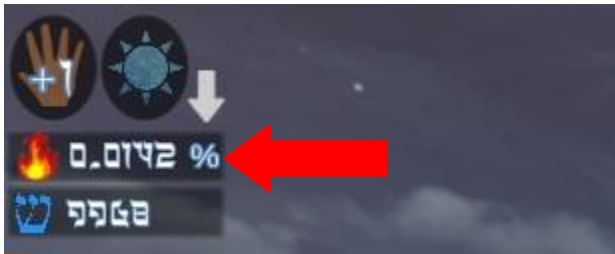
Panoramic Camera

This indicator shows if the “Panoramic Camera” is active (arrow up) or not (arrow down):



Total Destruction

This value indicates the current percentage of destroyed structures in the game, which includes houses, buildings, palaces etc. When a structure is destroyed, it is added a small percentage on top of that value:



Total Faith

The “Faith” points can be used to activate the “Divine Power”, which empowers each player attack and give it some special effects, such as attack from distance and higher jumps:



Current Time and Year

Illum has a day and night cycle, on which the time is indicated by the “clock bar” below. The first year of the game is 539BC and will decrease at the end of each complete time cycle:



Compass

Will point to the next checkpoint, where you have to reach to start a new quest. It also shows in meters, the current distance from the character:



Pause Menu

When player press “Esc”, the game is paused and the UI below is presented. In this menu, the player is able to change graphics, audio configuration and to quit the game:



Main Menu

This is the main UI that is presented to the player when game opens. In this menu, the player is able to change graphics, audio configuration, select the game language, view the credits screen and to start a new game or load an existing one that was saved before:



More information at:

<http://illum.m506.com>

<https://store.steampowered.com/app/1784160/Illum>