RYSE. SONOFROME

GAME MANUAL



Contents

| Ryse: Son of Rome · · · · · · · · · · · · · · I | Attacks |
|---|------------|
| Player Controls · · · · II | Defense |
| Mouse & Keyboard · · · · · III | Focus |
| Controller Map · · · · · IV | Formati |
| Gameplay · · · · · · · · · · · · · · · · · · · | Health |
| Single Player · · · · · VI | Taunt |
| Difficulties · · · · · VI | Unlockable |
| Multiplayer · · · · · · VII | Purchasin |
| Modes · · · · · VII | Skill Upgi |
| Customization · · · · · VII | Execution |
| Detailed Combat Controls · · · · · IX | Execution |
| Sword · · · · · IX | Collectibl |
| Shield X | Options & |
| Pilum ····· XI | Game Op |
| Scorpio · · · · XII | Control C |
| Quick Tips · · · · · XIII | Graphics |
| General · · · · · XIII | Advanced |
| HUD · · · · · XIII | Limited L |
| | |

| Attacks · · · · · XII |
|--|
| Defense · · · · · XII |
| Focus XIV |
| Formation · · · · · XIV |
| Health XV |
| Taunt ······ XV |
| Unlockables · · · · · XV |
| Purchasing · · · · · · XV |
| Skill Upgrades · · · · · XV |
| Executions · · · · · XV |
| Execution Rewards · · · · · · XVI |
| Collectibles · · · · · · XVI |
| Options & Support · · · · · · XVII |
| Game Options · · · · · XVII |
| Control Options · · · · · · XVII |
| Graphics Options · · · · · XVII |
| Advanced Graphics Options · · · · · XVII |
| Limited License Agreement · · · · · XIX |
| |



RYSE®: Son Of Rome

Live
as a soldier.
Fight
as a general.
Rise
as a legend.



Amidst the chaos of the late Roman Empire, become soldier Marius Titus and embark on a perilous campaign to avenge the death of your family and defend the honor of Rome. In Gladiator mode, step into the Colosseum and fight for the glory, spectacle, and entertainment of the crowds. In a story of corruption, struggle, and revenge, Ryse is every hero's journey in their quest to fulfill their destiny.

Ryse presents a breathtaking cinematic recreation of the Roman Empire and its people, conflicts, and landscapes. It brings the brutality and intensity of Roman warfare to life in visceral detail, thrusting you into the chaos of close-quarters combat, where the emotion on the enemy's face can be seen and felt.



PLAYER CONTROLS

RYSE makes use of standard PC control methods (keyboard and mouse) and also Microsoft Xbox 360/Xbox One compatible game controller for Windows if available. The game will automatically switch between the two, based on which one is being used.

Mouse & Keyboard



Controller Map



RYSE: Son of Rome has three control configurations that the user can choose in the Options menu.

For the rest of the manual it is assumed that the player is using the default layout.

Default Mouse & Keyboard configuration on page III

.

Besides the keyboard and mouse RYSE is also playable with a controller if one is available.

> Controller Map details on page IV



PLAYER CONTROLS

Default Mouse & Keyboard Configuration

- Esc Pause/Timeline
- 1 Select
- Execution Rewards

 Campaign Only>/
- 3 Use Elixir
- 4 < Gladiator Only>
- Q Focus Power
- Shift Evade
- Ctrl + Quick Throw/ Aim/Lock On



Look
At
Sword
Attack/
Push
Attack/

(Aiming) Throw Pilum



هُ ا

Camera

Execute

Troop Orders/ Taunt

U Hero Upgrade

F Sprint

Space Deflect

Cycle through Execution Rewards



<Campaign Only>



PLAYER CONTROLS

Controller Map



- RB Use Focus Power
- Aim/Lock On (Ranged)
- LB Taunt <Gladiator Only>
- Troop Orders
 <Campaign Only>
- (Tap)Pilum Quick Throw
- (Hold)Charge Weapon(Ranged)
- (Hold)Load/ Auto-Target(Scorpio)
- (Release)Fire(Scorpio)/
 Throw Weapon(Ranged)



Hero Update <Campaign Only>



Move/

(Press)Sprint











Select Execution Perk<Campaign Only>/
Use Elixir<Gladiator Only>

- A Deflect/Use/ Revive Teammate <Gladiator Only>
- B Evade
- X Sword Attack
- (Hold)Heavy Sword Attack
- Y Push/Break Obstacle
- (Hold) Heavy Push



RYSE: Son of Rome
offers the player
the chance
to play the story of Marius
in the single player campaign
or
to battle alongside other players
in the great Colosseum
in order to gain
fame and fortune.





Single Player



In the single player mode, called Campaign, there are four difficulty modes: Recruit, Soldier, Centurion, and Legendary. Each is successively more challenging. Legendary is unlocked by completing the game in any other difficulty mode.

····· Difficulties ·····

Recruit

The best mode for those who want to enjoy the story. Enemies are less dangerous. Perk rewards are greater.

Soldier

The best mode for those used to combat-action games.

Enemies are more dangerous.

Centurion

This is a deadly mode suited for those who want a very challenging experience. Enemies are much more dangerous and tough. Perk rewards are reduced.

Legendary

Legendary is incredibly challenging. Every enemy is deadly. Perk rewards are more challenging to get. It is strongly recommended that you have every character upgrade before attempting this mode.



Multiplayer



In multiplayer mode, also called Gladiator, you can play Arena and Round to Round with another player online.

..... Modes

Arena

Join with a fellow Gladiator to face the challenges of the world's most famous fighting arena, the Colosseum. Compete against each other for executions and rack up separate scores. Experience the roar of the crowd as you fight for gold and glory while playing through a series of dynamic environments.

Round to Round

Team up with a fellow Gladiator to face any challenge

the Colosseum can throw at you. Players are taking turns in choosing the next Colosseum environment.

Survival

Fight together with a fellow gladiator and try to survive the endless hordes of enemies the Colosseum will throw at you.

Solo

For an extra challenge, venture into the Colosseum alone and prove your mettle.

····· Customization ·····

In the main menu, select Hero to bring up customization



Multiplayer



options for your Gladiator. Customization options include consumable elixirs, weapons, shields, helmets, upper and lower body armor, gauntlets, and boots. Select an area on the Gladiator screen to see the available options for that gear type. Each item bestows a range of stats on your Gladiator when equipped, including Crowd Bonus, XP Gain, Health Regen, Health Amount, Health Capsules, Focus Gain, Focus Amount, Focus Capsules, Focus Time, and Inventory. Each item's stats are displayed on the Hero screen.

Consumables

You can equip up to two consumables at a time. Select one of the two Consumables slots on the Hero screen to see available options.

Weapons & Armor

In Gladiator mode, you can customize your character with weapons and armor that improve your character's performance in battle, quipment is unlocked with Gold. Also the more you play, the higher your Rank will be which will allow you to buy even higher tier Booster Packs.











The mainstay of the Gladiator, Roman swords vary in length, power, and ease of handling—but every sword is capable of dealing vicious damage in the hands of an expert swordsman.

- Perfect strikes are faster than poorly timed strikes. To perform a perfect strike, begin your second strike just as the first hit connects.
- Press or X to perform a sword attack.
- ◆ Hold or X to perform a heavy sword attack.
- ◆ After focus has been activated, press ⊕ or ✗ in quick succession to unleash a flurry of attacks on stunned foes, or press ⊕ or భ to knock back the targeted enemy.











The Roman shield is as fierce a weapon as any sword, dealing blunt-force trauma as well as sharp -edged punishment in close quarters.

- Press or Y to perform a shield push attack.
- ◆ Hold or Y to perform a heavy shield push attack.
- ◆ Press Space or A to deflect an enemy's attack.
- Press Space or A with precise timing to perform a perfect deflection, opening your enemies defense for counter attacks.

If you are using one of the alternative mouse and keyboard control schemes please use

to deflect.











The pilum is a medium-range javelin that can pierce armor when thrown with might and skill.

- ◆ Hold Cul or LT to aim your pilum. Hold or RT to zoom in, and then release to throw. Successful hits are not guaranteed against moving targets.
- ◆ Press E or A to collect pila from a nearby weapon rack.











The Scorpio is a powerful artillery weapon capable of savagely obliterating enemies at a distance with great accuracy. Aim your Scorpio at glowing objects such as barrels for even more explosive results.

- ◆ Press E to use the Scorpio.
- ♦ Use (to aim your Scorpio,
- ◆ Hold to zoom in and lock onto enemies.
- ◆ Hold to charge the Scorpio and release it to shoot.
- ◆ Press E to leave the Scorpio.

- Press A to use the Scorpio.
- Use R to move your Scorpio.
- Press and hold RI to zoom in and target an enemy.
- Release RT to shoot the Scorpio projectiles.
- ◆ Press A to leave the Scorpio.



Quick Tips

General

- Use or R to rotate the
- Use or to move your character.
- Press or to sprint.
- Press or to open the Hero
 Upgrade screen.

HUD

• The red bar in the upper left corner of the screen is your

Health Meter.

 The white bar in the upper left corner of the screen is your Focus Meter.

Attacks

- ◆ Some enemies require that you open their guard: Press/hold ● or ▼ to hit them with your shield or perform a perfect deflection to open them up.
- Press and hold or x for a strong attack.

Defense

- Deflect incoming attacks by pressing

 Space or A.
- Press Shift or B to evade incoming heavy attacks.
- Press Space or A to deflect arrows. A perfectly timed block will deflect the arrow and may bit an enemy.
- Some enemies require multiple deflects in a row to open them to attack. They can also be opened to attack with a successful chain of multiple pushes or a beavy push.



Ouick Tips

- Enemies will regain composure after a few hits. Open them up to attack again to continue dealing damage.
- · Once opened to attack vary sword and shield attacks to keep the enemy open longer.
- When an enemy attacks wait until the last moment before pressing Space for a perfect deflection.
- A perfect deflection is another way to open up shielded enemies to attack. A perfect deflection can be used in situations where a normal deflect would fail, such as when an

your deflection correctly to maximize its effect.

Focus

- ◆ Press Q or RB to activate Focus Mode. Triggering Focus Mode in the Campaign will stun all enemies in the area of effect, rendering them open to Flurry Attacks and Focus Kicks until Focus Mode expires.
- with the Focus Perk when you execute an enemy.

- enemy performs a heavy attack. Time 🔸 In Focus Mode press 💾 or 🕎 to kick enemies a great distance.
 - In Gladiator Mode triggering focus mode will create a unique effect based on the God the player has chosen to fight for. His attacks during Focus Mode will also be God dependent.

Formation

- Use or 1 to move your formation.
- or RT to order the formation to aim their pila. Release the button to throw.



Quick Tips

The longer you hold before releasing, the more accurate the throw.

- Release or RT to throw.
- ◆ Hold Space or A to block incoming arrows.

Health

- Press or to activate the health execution perk.
- ♠ In campaign mode, performing executions with the health perk active is the only way to regenerate health. In Gladiator mode you can equip armor that provides an

additional Health Regen effect that continuously refills the current Health Capsule.

Taunt

- ◆ In Gladiator mode, press
 or
 to fill the bar and get the

 Colosseum crowd excited but be
 weary: an overly excited crowd also
 angers nearby enemies!
- Pressing R or LB also extends the combo meter when no enemies are nearby.



UNLOCKABLES

As the player progresses through the game he can unlock new and wondrous weapons, gear and ways of dispatching his enemies.

Purchasing

The more mastery you show in combat, the more items you can unlock to improve your chances in battle.

Executions and Skill Upgrades can be purchased with Gold or Valor; Gladiator weapons, armor, and consumables can be purchased with Gold. Once an item is purchased it will appear in your inventory.

Gold can be earned by playing in

Gladiator mode. The amount of gold received after a victory is based on how pleased the public was with your performance.

Valor can be earned by playing in Campaign mode. The better you perform in combat, the more Valor you will receive.

Skill Upgrades

Skill upgrades improve your character in Campaign. The more you play, the higher your Title, and the better the skill upgrades that are unlocked and can be purchased using Valor or Gold.

Executions



UNLOCKABLES

Pressing the right button at the right time gains you additional rewards. The best timing is "Legendary," and it gives the highest reward.

Execution Rewards

Execution rewards include increases in Health, Focus, Attack Boost, and XP. In Gladiator, execution rewards are bestowed upon you by the god you choose. In Campaign, rewards can be chosen using the or the if you are using a controller.

Remember: You must execute enemies to earn the reward!

Your timing during an execution affects the value of the reward you receive; the better the timing, the better the reward.

You can change the type of execution rewards as often as you like to benefit a variety of fighting situations.

Use or 1, 2, 3, 4 to select the execution perk. If you are using a controller use to select the perks.

Collectibles

While you play through RYSE you

can collect chronicles, scrolls and vistas. You can also unlock the soundtrack by completing the campaign missions.



OPTIONS & SUPPORT

The settings screen provides the player with multiple ways in which they can customize their RYSE experience. The options screen can be opened by pushing the button in the upper right corner of the main menu.

Ryse Customer Support: crytek.kayako.com

Game Options

This screen allows the player to configure various gameplay options like how subtitles are shown, the sound and music volumes or how the camera behaves.

Control Options

The control options screen allows the player to choose between three keyboard and mouse layout options and also set the mouse sensitivity.

Graphics Options

In the graphics options screen the player can change various graphics related settings like resolution, graphics quality or whether the game runs in full screen or not.

Advanced Graphics Options

In the advanced graphics section the player can finely tune the graphic quality of the game to best suit the visual experience they want to achieve.

LIMITED LICENSE AGREEMENT

for the use of the software game Ryse: Son of Rome ("RYSE")

The following terms are only excerpts of the LIMITED LICENSE AGREEMENT for the use of the software game Ryse: Son of Rome ("RYSE") to which you have to agree to use RYSE and which is available at www.rvsegame.com/eula and can also be viewed as an electronic version provided on the game disc.

1. Subject of the Agreement

This limited license agreement for the use of the computer game RYSE on the PC/Windows platform (this "Agreement") is entered into between Crytek GmbH ("CRYTEK") and you, the end-user (the "Licensee" or "You"). The Agreement is made effective beginning on the date on which you, the Licensee, first download, install, load or otherwise use RYSE.

By downloading, installing, loading or otherwise using RYSE you, the Licensee, agree to all terms and conditions of this Agreement or in the accompanying documentation. You should read this Agreement carefully before downloading, installing, loading or otherwise using RYSE. If you do not agree with the terms and conditions set forth in this Agreement you are not authorized to use RYSE.

2. Grant of Limited License

Subject to your agreement to, and full compliance with, the terms and provisions of this Agreement, CRYTEK hereby grants to Licensee a limited, personal, revocable, non-transferable and non-exclusive right (the "License") during the Term, as defined below, to use RYSE in accordance with the instructions provided in the manual or on the packaging of RYSE or indicated during the download process. Unless set forth otherwise in the manual or on the packaging or during the download process you are allowed to install and use RYSE on one (1) computer at the same time only.

3. Intellectual Property Rights

RYSE is licensed, not sold, RYSE and all copyrights. trademarks, and all other intellectual property rights related thereto are owned by CRYTEK (or its licensors. as applicable) and are protected by German and international copyright law and other applicable law. Licensee shall have no ownership or intellectual property rights in or to RYSE, including, without limitation, all copyrights related thereto.

4. Software Use Restrictions

Any use by Licensee of RYSE not expressly permitted in Section 2 above is expressly prohibited and any such unauthorized use shall constitute a material breach of this Agreement by Licensee.

This prohibition includes (but is not limited to):

- to copy, reproduce, manufacture or distribute (free of charge or otherwise) RYSE, in whole or in part, in any media;
- to transfer, sell, sublicense or lease any rights in and to RYSE to third parties;
- to use RYSE contrary to morality or applicable law: - to modify RYSE or create any derived work: decompile, reverse engineer or disassemble RYSE.
- Licensee shall not alter or remove any legal notices,

such as trademark and copyright notices, affixed by CRYTEK on or within RYSE.

5. Support

CRYTEK shall not be obliged to provide any support for RYSE. Any support render by Crytek is subject to its sole discretion and may be terminated at any time.

6. Term and Termination

The term of this Agreement and the license granted herein begin on the date on which you first download. install, load or otherwise use RYSE and shall continue in perpetuity until terminated in accordance with this Agreement.

CRYTEK reserves the right to terminate the online features of RYSE (including the multiplayer) with 30 days notice to be announced on CRYTEK's websites. Notwithstanding anything to the contrary herein this Agreement and the License granted to you herein shall immediately terminate, without the requirement of any notice from CRYTEK to Licensee, upon Licensee's failure to comply with or breach of any term or provision of this Agreement.

Upon the termination or expiration of this Agreement, any and all rights of Licensee hereunder shall terminate without prejudice to any rights or claims Licensee shall have no right to use RYSE in any manner, Licensee shall +immediately destroy all copies of RYSE in its possession, custody or control, and all rights granted hereunder shall revert, without notice, to and be vested in CRYTEK.

Termination of this Agreement shall not create any liability against CRYTEK and shall not relieve Licensee from any liability which arises prior to termination. The provisions of this Agreement which by their terms or sense are intended to survive shall survive cancellation, expiration or termination of this Agreement.