

INTRODUCTION

Trine 2 is a sidescrolling game of action, puzzles and platforming. You play as one of the Three Heroes who make their way through dangers untold in a fantastical fairytale world. Face physics-based puzzles with fire, water, gravity and magic; Wicked Goblins; Climb the tallest trees and towers in the enchanted forest! You can also join your friends in the adventure: Trine 2 has online co-op.

Features:

- * Physics-based puzzles with fire, water, gravity and magic
- * Online and local co-op for up to three players
- * Save anywhere to play as long or short sessions as you like
- * Unlimited Character and Game+ modes add to additional replay value
- * Accessible for both casual and hardcore gamers
- * Hidden collectibles extend the length of your adventure
- * Fun and challenging Achievements to unlock
- * Soundtrack composed by the acclaimed Ari Pulkkinen

SYSTEM REQUIREMENTS

Minimum System Requirements:

Windows

Operating system: Windows 7 / Vista / XP

Processor: 2.0 GHz CPU (Dual Core recommended)

Memory: 1 GB

Hard disk space: 1.5 GB

Video: ATi Radeon HD 2400 or NVIDIA GeForce 7600 or better (Shader Model 3.0 needs to be supported)

Sound: DirectX 9.0c compatible

DirectX®: 9.0c

*Please note that Trine 2 may not run on most Intel graphics solutions used in 2004-2009. The game does run on new (2010-) Intel HD Graphics 3000 or better.

Mac

Operating system: Mac OS X 10.5.8 or better

Processor: Intel Mac

Memory: 1 GB RAM

Hard Drive: 1.5 GB

Video: OpenGL 2.0 and Shader Model 3.0 compatible video card with 128 MB shared or dedicated RAM*

Other: Keyboard, Mouse/Trackpad with Secondary click enabled

*Minimum Mac model requirements:

MacBook Mid 2010 (GeForce 320M) or better

MacBook Air Late 2010 (GeForce 320M) or better

MacBook Pro Mid 2007 (GeForce 8600M) or better
iMac Mid 2007 (Radeon HD 2400 XT) or better
Mac Pro Early 2008 (Radeon HD 2600 XT) or better
Mac mini Late 2010 (GeForce 320M) or better

NOTE: Please be advised that Trine 2 does not run on Intel graphics solutions used in 2006-2008. The game does run on new (2010-) Intel HD Graphics 3000 or better. Macs with NVIDIA GeForce 9400M may not achieve smooth gameplay.

INSTALLING THE GAME

Disc-media version:

Trine 2 requires Steam to install and play. To install the game, please insert Trine 2 to your DVD-ROM drive. The installer program should launch automatically. If it does not, please use the Windows Explorer to access the DVD directory and double-click on Setup.exe. In the launch program, choose Install to install the game. Alternatively you can install Steam from www.steamgames.com and use the provided License Key to activate the game and download it from the internet.

Installer program:

The installer will ask you to read and accept the End-User License Agreement and choose a directory where to install the game to.

The installer will also require you to input your License Key. This can be found on the retail packaging. If the code is missing or does not work, please contact your distributor, or Frozenbyte (support@frozenbyte.com).

After this, the installation process will start and should take approximately 10 minutes, depending on your computer system. At the end of the installation, Steam will install the latest updates from the internet. These updates are around 100 MB in size and are required to play the game.

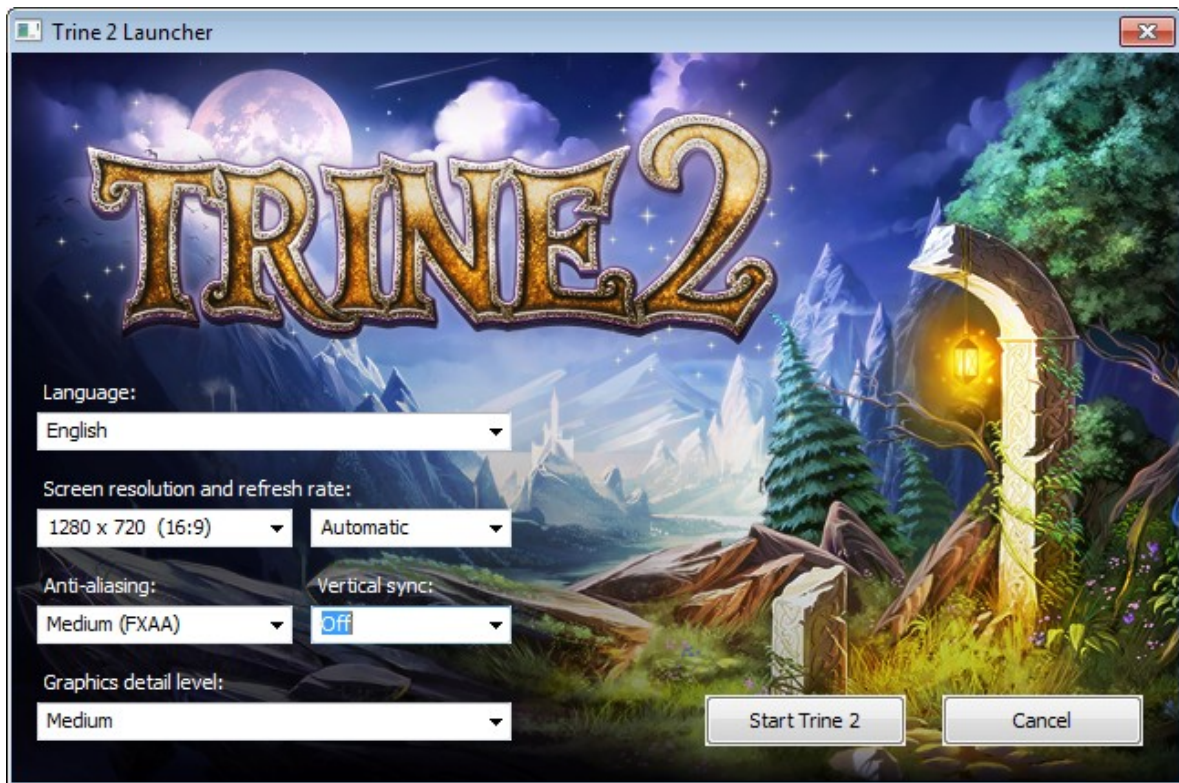
DirectX drivers should be installed if they are not already up to date on your computer. These are required to play Trine 2.

When the installation is finished, you will have the option to start the game.

The Trine 2 DVD will not need to be in the DVD-ROM drive to play the game.

Trine 2 Launcher

Trine 2 should be started from the Launcher utility. It allows you to change many technical options, including screen resolution, graphics detail settings and other important options. Please note that antialiasing will require a powerful graphics card if you use other than the Medium (FXAA) setting.



Screenshot of the Trine 2 Launcher

CHARACTERS

Amadeus the Wizard

Despite his ongoing research for finally learning the Fireball spell, the Wizard's talent is for conjuring peculiar boxes, and occasionally even planks. He can also levitate small inanimate objects.

Amadeus is married to a lady by the name of Margaret. They have three children, all of whom know the Fireball spell.

Pontius the Knight

The Knight is an eager champion of the kingdom, the protector of the common man with a great sense of justice. Armed with his sword, his shield and the powerful Storm Hammer, he's a formidable fighter.

Pontius's great weakness is food. This shows around his waist.

Zoya the Thief

The Thief makes her way up to rooftops and over walls with her trusty grappling hook. Zoya is not so concerned about family or duty, but she is content to be a hero of the Trine, for she loves adventure.

Zoya's love for treasure, however, often leads her astray.

MAIN MENU

Resume Game

Loads the level that you were playing the last time, starting from the exact position where you left it earlier. This option is not displayed if you have not played the game before.

Single Player

Starts a new single player game. You can select the Combat Difficulty level (easy, medium, hard) to suit your playing experience, and the Puzzle Hint Delay will bring some advice from the Narrator if you get stuck in a particular puzzle for a period of time. You start the game by pressing the Start Game button.

Multiplayer

Displays the Multiplayer menu which includes options for playing the game with other players, either locally (with gamepads for PC/Mac, and/or multiple keyboards/mice for PC) or via the internet (online).

Achievements & Extras

Shows the Steam Achievements and the Collectible Poems you can collect during the game.

Settings

Allows you to change various gameplay options and settings, such as audio volumes and language, and customize controls. Please refer to the separate section about Settings.

Credits

Lets you view the credits and see who made this game.

Exit Game

Returns to the operating system.

SETTINGS MENU

In the Settings menu, you have the following choices:

Language Settings

Allows you to change language settings, including the speech language, subtitle language and the subtitle display on/off.

Visual Settings

Allows you to change various settings related to the graphics. Includes the Brightness setting and a framerate cap (FPS cap) for computers that have stability issues (crashes etc). Please note that most graphics options such as the resolution setting are found in the Trine 2 Launcher utility and not in the game itself.

Audio Volume

Allows you to adjust the audio volume for music, speech, sound effects and ambient sounds (such as birds in the background and such sounds).

Voice Chat

Allows you to change Voice Chat options (for Multiplayer games).

Configure Controls

Allows you to customize controls and choose between keyboard/mouse and gamepads.

Control Settings

Allows you to change a couple of settings related to controls.

Network Settings

Allows you to change a couple of settings related to networking (Multiplayer).

Save Slot

Allows you to select the “save slot” from five options. By default you do not need to change this, however if you have multiplayer players playing their own singleplayer game on the same computer, it is useful to use these different slots for different players. They can also be useful for Multiplayer, if you want to play the game again from the beginning with your friends.

MULTIPLAYER MENU

Trine 2 supports both online and local (offline) multiplayer. The Multiplayer Menu options are:

Quick Match

The easiest way to join an online multiplayer game – this option automatically matches you with an ongoing multiplayer game.

Join an Online Game

Presents a list of ongoing online multiplayer games, allowing you to choose which one you would like to join.

Host a Public Game

Allows you to host an online game for anybody to join. A password can be set if you want to limit the participants to a certain group.

Host a Private Game

Same as above except a Private Game is only joinable by providing the right password, or if no password is set, by Steam Friends only.

Local Multiplayer Game

If you want to play with one or two other players on the same computer, choose Local Multiplayer Game. At the bottom of the screen you will see three player slots and can choose the controller for each.

Save Slot Settings

Allows you to choose from the five available save slots.

Online Nickname

The online nickname displayed to other players in an online multiplayer game.

PLAYING THE GAME

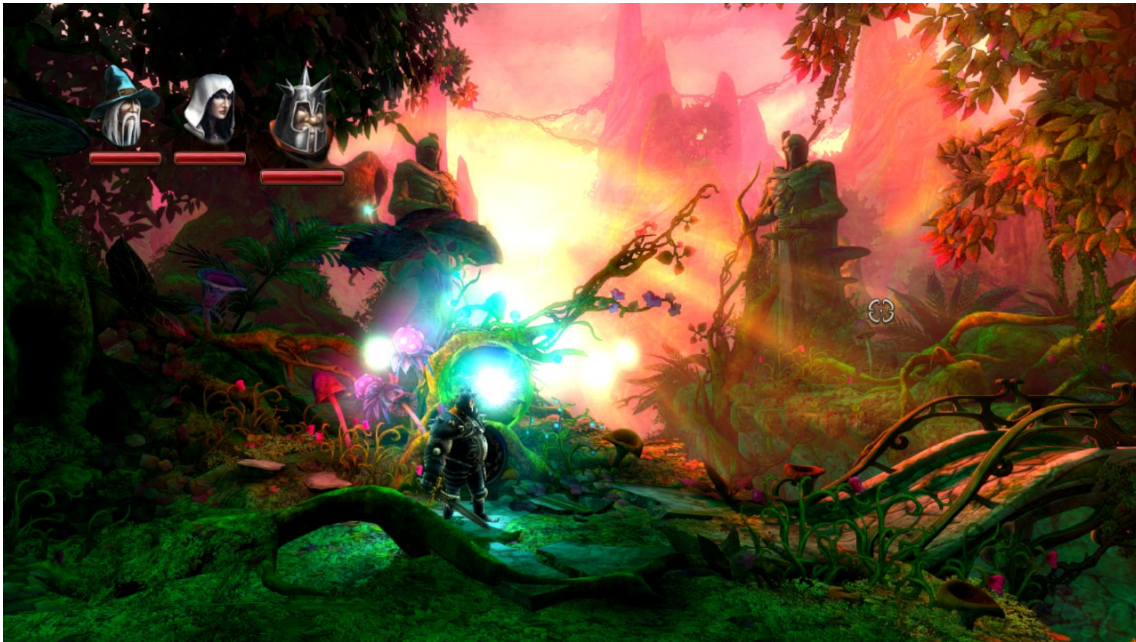


The beginning of the game, featuring Amadeus the Wizard

Trine 2 begins with a tutorial level where you learn the basic moves for each character. First up is the Wizard, Amadeus, and then you are introduced to the Knight, Pontius, and the Thief, Zoya. In the tutorial you only play one character at a time but after the tutorial (from the Forlorn Wilderness level onwards), all three characters are used. You can switch between characters by pressing the change character button (or short keys 1, 2, 3).

On the Mac, it's important to note that the game requires the “Secondary click” mouse/trackpad button function to be enabled. You can enable this from the System Preferences → Mouse (or Trackpad). Alternatively you can keep the Ctrl button pressed down while clicking to emulate the Secondary click, however it is not as convenient in the long run.

User Interface



Screenshot of a typical ingame situation and the user interface

The characters are shown in the upper-left corner of the screen. If a character is dead, the image is dark. The currently chosen character has a bigger image, like the Knight here.

Beneath the characters' images is the health bar. When the character takes damage from enemies or hazards, the health bar drops. When it drops to zero, the character dies. Dead characters can be resurrected at checkpoints. If all characters die, you will have the option to start again at the last checkpoint.

Weapons

The Thief and the Knight both have two weapons available during the course of the game. To select between these, use the mouse wheel or the next/previous weapon buttons.

Skills menu

The Level Up arrow indicates that your characters have gained enough "experience points" (the energy orbs you collect) that they can learn a new skill. You can press the TAB button to open the Skills menu, where you can obtain new skills.



Screenshot of the Skills menu

Each character has a few skills and some variations to choose from. Some skills require one Skill Point, others require more. The amount of Skill Points is displayed on the left of the screen. Every 50 experience points will give you one new Skill Point. Experience points (orbs) can be found in the levels, and they are also sometimes dropped by dead monsters.

You purchase new skills by clicking on them with the left mouse button to display their information, and then press the purchase button.

You can reset the skills at any point, and choose new skills instead. You will not lose any accumulated skill points by doing so.

Checkpoints

Checkpoints allow you to resurrect dead characters and they also restore health. You can return to any previous checkpoint. If all of the characters die, you will have the option in the Game Over menu to “Continue from the last checkpoint”.

Saving game

Trine 2 saves progress automatically at all times and when you come back to the game and use the Resume option in the Main Menu, the game will continue from where you left off. You can also save the game manually from the pause menu option “Save game”.

TIPS AND NOTES

Rotating objects

As the Wizard, you can rotate objects with the left and right movement keys (A and D by default). This can be useful if you need precision with the objects.

Portals (levels 5 & 6)

Please note that when you encounter mirrors or “portals”, you can move them in any direction (up, down, left, right).

Miscellaneous tips:

In total there are 26 secret items hidden in the levels. Can you find them all?

Screenshots can be taken by pressing the F4 button. They will be saved in .bmp format to \screenshots in the directory where Trine 2 was installed to.

MULTIPLAYER CO-OP

Trine 2 supports online and offline co-op for up to three players. You can combine local players and online players as you wish (for example two local players and one online player).



Screenshot of the Multiplayer lobby menu

TROUBLESHOOTING & SUPPORT

If you get stuck, help may be available on many video sites on the internet, such as YouTube, where users have posted many “walkthroughs”. Try searching for “Trine 2 walkthrough” and the level name (in English) where you are stuck.

My game doesn't start!

Please make sure you have DirectX 9.0c or later installed. Also make sure you have the latest graphics card drivers installed, and that your system meets the minimum system requirements. Please try various graphics options as well and screen resolutions (some monitors may not launch the game with resolutions that the monitor doesn't support).

The game runs really slow on my computer.

Try setting your graphics options to Low or Very Low settings, and turn off Antialiasing in the Launcher. Antialiasing uses a lot of processing power with Trine 2. Please note that Very Low settings will cause much longer loading times so Very Low is only meant for experienced users and Low is the recommended setting for performance troubleshooting.

For more troubleshooting, please visit the official website or the Frozenbyte Community at <http://frozenbyte.com/board> or the Trine 2 FAQ at <http://www.trine2.com/help/faq/>

You can also get in touch with Frozenbyte at <http://www.frozenbyte.com/contact/>

We hope you enjoy the game!

CREDITS

TRINE 2
by Frozenbyte

For the final credits, please see them in the game, or at online credits websites such as Mobygames (<http://www.mobygames.com>).

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<http://www.trine2.com>

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