Torment: Tides of Numenera Traveler's Guide



TORMENT TIDES OF NUMENÉRA

Traveler's Guide

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Introduction

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Foreword by Colin McComb

Back in 1999, I was honored to be part of the team that delivered *Planescape: Torment*, a game that **PC Gamer** magazine called the best RPG of all time. It was a philosophical game that asked its players, "What can change the nature of a man?" For years, people have been asking for a follow-up, and for years... nothing. But in 2012, inXile CEO Brian Fargo asked me to help him make it a reality. The idea of writing a companion game to one of the most adored RPGs of all time was daunting, if I may understate the case. But after a bit of frantic soul-searching, I agreed. We assembled our initial team and started planning our Kickstarter. We went live in March 2013, asking initially for \$900,000. We honestly weren't sure we'd even make that goal. So it came as a bit of a surprise to us when we reached that in a mere six hours, and wound up becoming the most-funded videogame in history at that point.

We've never wanted to take PST's place, nor to create a cookie-cutter experience that mimicked the exact flow of the original. We just wanted to create a worthy successor. So how did we go about that? Well.

We replayed the game, analyzed what made it so effective, and used that analysis to create the pillars on which we rested our vision of a Torment game. First, we needed to set it in a world unlike any other, and fortunately our pal Monte Cook happened to have launched his own successful Kickstarter a short time before ours - his amazing Numenerasetting. Second, our goal has always been to create another thoughtful game with a deep, thematically engaging narrative. We didn't want to write a "save the world, save the princess" story – a Torment story must be deeply personal, and while it can certainly scale epic heights, it must always, always remain focused on the personal experience of the protagonist. Third, we wanted to make sure that the choices in the game mattered. That's a core tenet of inXile's design philosophy, too – that the world must react to your choices, to change with your decisions, and that the consequences will be more than merely cosmetic. We wanted to create an experience that is different on every playthrough.

So if anyone asks you, here's what you can tell them. *Torment: Tides of Numenera* is a single player, story-driven, sci-fi/fantasy game set on Earth, one billion years in the future. You should definitely emphasize those last words for maximum effect.

We hope we've succeeded in our goals. We think it's a really neat game. We hope you will too. And if you do, you should thank the Kickstarter backers who made all this a possibility, and then a reality.

I'm confident that I can speak for everyone at inXile when I say this: Thank you so much for giving us this opportunity. We truly appreciate the chance to make this game for you.

Colin McComb Creative Lead

What is Numenera?

Numenera is a tabletop game created by Monte Cook. On its surface, the setting is a medieval world, but it has seen a billion years' worth of civilizations rise and fall.

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Those who live within it call it the Ninth World, claiming that eight great ages have come and gone before it. We don't know what happened to those ages of glory or why they fell, or even if there were really eight. It's enough for us to know that they're gone.

Each prior world has left some trace of its passing, whether small oddities and tools, great machines, vast and floating cities, or moons of living flesh and cunningly worked metals.

Magic, they say, is just science we don't understand yet. So it is in Numenera: the world is filled with mysteries beyond comprehension, relics of bygone ages. The miraculous tools of the forgotten past wait among the ruins for enterprising wanderers to pick them up - or for the unwary to trigger their effects.

These devices are known as numenera.



The Tides

Certain scholars of the Ninth World have studied the pull of forces they call "the Tides"—unseen powers that have profound and lasting effects for those attuned to their motions. Like gravity or magnetism, the Tides are invisible, powerful, and

with the right tools, perhaps controllable. Those who can manipulate them have had a strong influence on society, on numenera, and even on the mysterious creatures of the Ninth World.

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Each Tide represents an array of concepts that are described by colors. For example:

Blue: Represents wisdom, enlightenment, and mysticism. It is the Tide of people whose goal is to expand the mind and the spirit.

Red: Represents passion, emotion, action, and zeal. It is the Tide of people whose goal is to live in the moment, to experience life to its fullest, or to follow their heart wherever it leads them.

Indigo: Represents justice, compromise, and the greater good. It is the Tide of people who view life's difficulties from a broad, global perspective rather than an individual one.

Gold: Represents charity, sacrifice, and empathy. Is it the Tide of people whose primary goal is to help others, especially at a cost to themselves.

Silver: Represents admiration of power and seekers of fame. It is the Tide of people who seek to influence the lives of others or who actively seek to be remembered.

These five Tides form the basis of how your actions will be perceived in *Torment: Tides of Numenera*. It should be noted that none of these concepts are as simple as "good" or "evil". A Silver-aligned player may use their fame to help someone. A Gold-aligned player might help someone purely for their own benefit.

Nevertheless, your actions in *Torment: Tides of Numenera* will affect how people perceive and remember you.

The Legacy of the Changing God



Humans have always sought to leave a mark that will outlast them, a legacy. Some seek to create this legacy through their works, a virtual immortality. Fewer seek actual immortality, and fewer still come anywhere close to attaining it.

The man known as the Changing God is one of the latter. Long ago, he found a way to use the Tides to cheat death. He created bodies and transferred his consciousness into them, one after another, always searching for a way to attain true immortality.

The bodies he left behind, these castoffs, were not empty. Once his mind left them, a new consciousness is born inside. A new person.

The first of these bodies the Changing God abandoned was a woman now known only as "The First". She and the Changing God were close for a time, working together to create a sanctuary for others of their kind: Miel Avest.

Their partnership was not to last. The First eventually rebelled against her creator, rallying like-minded castoffs to her side. This was the beginning of the Endless Battle, a war between castoffs that has spanned centuries.

And yet the First and her followers are not the most dangerous of the Changing God's enemies. Another creature hunts him and all of his children: a tireless, immortal, and seemingly unknowable force called the Sorrow.

You are the latest - and perhaps the last - of his many, many castoffs.

Getting Started

Health Warning

Some are susceptible to epileptic attacks or loss of consciousness when looking at certain types of strong flashing lights, images in rapid succession, or the repetition of geometric shapes or flashes, typically associated with epilepsy. Those with such susceptibilities are at risk of attacks when playing video games, even if the person has no medical history or has never experienced such attacks before. If you or a member of your family has already displayed symptoms while playing videogames, consult your doctor before playing. If you or a family member displays vertigo, blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or loss of consciousness, stop playing immediately and consult a doctor.

Manual Disclaimer

inXile Entertainment may issue updates and patches for *Torment: Tides of Numenera*. Although the information present in this manual is up to date as of the release version of the game, those patches and updates may potentially introduce changes to the game mechanics, systems or content which are not fully reflected in this manual. Please refer to any patch or update notes from your chosen platform for further details.

Technical Support

If you encounter difficulties installing or running *Torment: Tides of Numenera*, you can contact our technical support team by email, using our support web page or our official forums.

Email: support@inxile.net

Support Link: <u>http://inxile-entertainment.com/support</u> Forums: <u>https://forums.inxile-entertainment.com/viewforum.php?f=31</u>

Building Your Legacy

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Shortly after beginning *Torment: Tides of Numenera*, you will define the Last Castoff, the character whose story you are playing out. The decisions you make in the game's early stages will resonate throughout the rest of the experience, so make your choices wisely.

The basis for the Numenera character system used in *Torment: Tides of Numenera* is the statement: "I am a ______ who _____s". These are filled in by Descriptor, Type, and Focus respectively, and are the most basic details of any player character in the Ninth World. For example, this might be "I am a Clever Jack who Brandishes a Silver Tongue" or "I am a Strong-Willed Glaive who Masters Defense".

Gender

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When starting the game, you will be able to choose the gender of the Last Castoff. This choice is primarily cosmetic and does not impact your choice of Type, Descriptor, or Focus.

Type

Your Type is similar to a character class in other role-playing games. It defines your statistics, and determines Abilities and Skills available throughout the game, though it does not radically change the storyline. Once you have selected your Type, it cannot be changed.

The three Types are:

Glaive

Glaives are the elite warriors of the Ninth World, using weapons and armor to fight their enemies. Hunters, guardians, and soldiers could be glaives. Sometimes warlords, bandits, and even athletes are glaives. "Glaive" is a common slang term used almost everywhere for any person skilled with weapons or a martial art, but in truth, it applies only to the best of the best. Glaives are warriors who command abilities far beyond those of a typical person with a sword.

Most glaives are either strong - using the heaviest armor and weapons available and having a high Might - or fast, sticking with light or ranged weapons and armor and having a high Speed. Some don't rely on weapons at all, preferring to use their bodies in hand-to-hand combat.

Jack

Jacks are intrepid explorers and adventurers. They are jacks of all trades - hence the name - although the word also hearkens back to fables involving a wily, resourceful hero who always seems to be named Jack. Used as a verb, "to jack" means to steal, to deceive, or to get out of a tight scrape through ingenuity or luck.

Jacks don't use one skill or tactic exclusively; they use whatever weapons, armor, esoteries, or anything else that might help them. Jacks shine when they combine all of their tools. They are hunters (particularly treasure hunters), con artists, skalds, rogues, scouts, and experts in a variety of fields.

Nano

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Nanos are sometimes called mages, wizards, sorcerers, or witches by the people of the Ninth World. Nanosorcerer is also a common term, with their abilities referred to as nano-sorcery. Some claim to be the representatives of gods or other supernatural agencies.

Whatever they're called, nanos master the mysteries of the past to such a degree that they seem to perform miracles. They tap into the numenera to alter reality or learn things that they couldn't otherwise know.

The term "nano" is derived from the nanotechnology that is omnipresent throughout the Ninth World. Sometimes people call these invisible, numinous particles that infuse the landscape nano-spirits.

Descriptor

Your Descriptor is a short statement that defines a character's personality, such as "Wrathful" or "Intelligent". There are a large number to choose from, and they reflect what kind of person you will be.

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In gameplay terms, Descriptors provide a number of benefits to statistics, Skills, and in some cases, special Abilities as well, but they also often come with penalties. Once selected, a character's Descriptor cannot be changed.

Focus

Unlike your Descriptor and Type, you will pick your Focus later into your journey. Your Focus provides you with an additional set of Abilities, and any character Type can pick any Focus. The companions you will encounter also have their own unique Foci exclusive to them. You can think of a Focus as an almost superhuman trait that makes your character stand out from the other explorers of the Ninth World. As you grow in experience you will unlock new Abilities unique to your Focus. Once you have selected your Focus, it cannot be changed.

These include:

Brandishes a Silver Tongue

You know the right thing to say in every situation. There is no obstacle that cannot be overcome with words.

Breathes Shadow

You hide in the folds between dimensions, evading even the most watchful eye. Emerging, you rend reality and your enemies along with it.

Masters Defense

You study techniques to defend yourself and others, physically and mentally, in any situation.

Important Stats

There are a number of statistics in *Torment: Tides of Numenera* that determine what a character is good at. These represent basic physical and mental capabilities, and vary depending on your chosen Type, as well as your Skills, the equipment you wear, and other choices as you advance your character. They are:

Health

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Your Health determines how much damage you can sustain before falling, typically during a Crisis. When Health is fully depleted, the Last Castoff dies, but death is not always the end. Instead, you will usually revive in the Calm and be able to resume your travels upon returning to the real world.

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Companions you take with you on your travels do not die when their Health is depleted fully. Instead, they are knocked unconscious and will come to once it is safe, retaining a tiny amount of Health.

Health can be restored both during battle and exploration either by sleeping (such as at an inn, camp or other safe place), or using special Abilities or items.

Stat Pools



Your Stat Pools are just as important as your Health. Each character has three Stat Pools - **Might**, **Speed** and **Intellect** - which represent the limits of their physical and mental capacity.

Stat Pools are used to fuel Abilities during exploration and Crisis modes, but can also be used on Effort to increase your chances of success on challenges you encounter, or to power up your basic attacks and Abilities when in a Crisis (you will learn more about this later).

Stat Pools can be refilled much like your Health: by sleeping, or using Abilities or items.

Edge

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While Stat Pools represent your capacity for applying Effort, Edge is your natural inclination in using a particular Stat Pool. Might Edge, Speed Edge, and Intellect

Edge will reduce the cost of activating an Ability and provide free levels of Effort when attempting each respective type of challenge. This applies not only when exploring and engaging in conversations, but when using attacks and Abilities in Crisis as well.

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Max Effort Level

You can spend your Stat Pools towards Effort when attempting challenges - and your Max Effort Level determines exactly how much you are able to use. A higher Max Effort Level makes it possible to spend more Effort on a given challenge to increase your chance of succeeding or effectiveness, but remember that it will also deplete your Stat Pool reserves faster.

Damage

Damage is the amount of pain you can inflict on your enemies. Typically, the damage you deal is a property of your equipped weapon, but Abilities and Items can also mete out damage. When a character sustains damage, their Health is depleted by that amount.

Damage can often be increased when attacking by spending Effort. This depletes your Stat Pools, but allows you to dish out more harm to your foes with a single strike.

Damage Types

Most damage inflicted by weapons is counted as Physical damage. However, there are additional damage types in *Torment: Tides of Numenera* which grant special effects. You may find these on more powerful or rare items and equipment, or on certain Abilities.



Physical Damage: Damages the enemy with no special bonuses or effects.

Energy Damage: Pushes the target back when attacking.

Chemical Damage: Deals damage over time.

Transdimensional Damage: Hobbles the target, reducing its Evasion (see below) and ability to move.

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Mental Damage: Dazes the target, reducing its ability to move and inflicting a penalty towards all tasks.

Relativistic Damage: Bypasses all Armor and Resistance values on the target. See "Defenses" below for more information on these two values.

Defenses

There are a number of passive defensive stats in *Torment: Tides of Numenera* which reduce the damage you take or allow you to avoid it completely. Any adventurer of the Ninth World would do well to keep these in mind on their travels.

Armor

Armor absorbs any incoming Physical damage, reducing injury to the target's Health. Armor is typically increased by wearing equipment, such as leather jerkins, plate armor, and so on.

Resistance

While Armor reduces Physical damage, Resistance works in a similar manner for the special damage types (except Relativistic), reducing injury inflicted by them.

Evasion

Evasion determines how easily a target can dodge and evade weapon attacks. Weapon attacks include any standard melee attack, ranged attack, or other weapon-based techniques.









Willpower

Similar to Evasion, Willpower determines how easily a target can avoid taking damage from special Abilities, especially the spell-like esoteries which are used by nanos and do not require the use of weaponry.

Fettles

Fettles (or status effects) can be inflicted or received in various ways, including attacks and Abilities, items used, and even special storyline events. Fettles fall into one of three categories - **Positive**, **Negative**, or **Status**, and each will apply certain effects or properties to a character as long as they are active.



Positive Fettles are typically bonuses and benefits to the character receiving them.



Negative Fettles are usually some kind of penalty that you want to get rid of, or inflict on your enemies.



Status Fettles are effects which are more neutral and may not have a clearly adverse or beneficial effect.

Fettles have different durations. Some last through an entire Crisis, while others last a certain number of turns during a Crisis, and some may last until the next time you sleep.

Abilities

Abilities are special actions unique to specific characters, such as "Scan Thoughts" (a player-only ability) or "Combat Magus" (a specific companion's ability). They fall into two categories: • Active Abilities: These abilities must be activated to be used. Most active abilities require paying a cost from a Stat Pool to activate, but this cost can be reduced by a character's Edge. Each Ability does something different, so you can check its description for specific details.

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• **Passive Abilities**: Once selected, Passive Abilities are always in use, and do not need to be activated.

Upgrading Abilities

Some attack Abilities can be upgraded as you advance through the game. Upgrading an Ability by 1 or 2 levels will show as "pips" next to it which fill in. This will increase its base chances of hitting a target. Most Abilities remain useful throughout the entire game, but upgrading one will make it that much more reliable, especially later on in your adventure.

Skills

Skills are learned traits available to all player characters in *Torment: Tides of Numenera*, and provide a variety of bonuses and benefits to those who possess them. Skills provide a constant or specific benefit. Any character can attempt a challenge, but those who have a particular Skill related to it will find it easier to succeed.

Skills typically fall into the following two categories:

- **Combat Skills:** These determine a character's proficiency with a particular type of weaponry or avoiding certain kinds of attacks.
- Exploration Skills: These provide benefits when performing a particular type of challenge, such as deceiving someone in conversation, smashing a troublesome machine, or picking a pocket.

Skill Levels

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In *Torment: Tides of Numenera*, most of a character's Skills start at **Novice** level, which means a character has a basic level of proficiency and receives no bonuses or penalties when attempting related challenges.

Leveling up a Skill to **Trained** or **Specialized** will provide increasing benefits. Conversely, a Skill which has been reduced to **Inability** level suffers penalties. Most often, a Skill will be at Inability level as a result of a character's particular Descriptor, but this can also be due to equipment worn, Fettles inflicted by enemies, or items that have been used.

Playing the Game

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Important Concepts

Torment: Tides of Numenera is set in the Numenera game setting, a world of nearly infinite wonder and strangeness. However, this also means that there are a number of basic concepts that are useful to know before diving in. Consider this a short explorer's guide to the Ninth World.

Party & Companions

While playing *Torment: Tides of Numenera*, you will primarily control the Last Castoff, the character you start the game as and whom you embody. However, during your travels you will come across a number of **companions**, other characters in the story who will offer to join your party and adventure with you.

Companions are controlled by you, and typically have similar equipment, Abilities, Skills, and so on when compared to the Last Castoff. They can assist both in battle as well as when attempting more mundane challenges in the world.

However, they have their own personalities, motivations, and goals, which may potentially come into conflict with each other, or with you. Companions will sometimes interject in your conversations, banter back and forth with one another, or come to you with requests. Throughout the game, the way you treat them in these interactions will define their paths through the story, and whether they like you - or despise you.

Character Progression

In *Torment: Tides of Numenera*, characters progress and level up similarly to in other role-playing games. However, there are some special distinctions and terms which are outlined below.

Tiers

A character's **Tier** is a representation of their capability. Unlike level-ups in most role-playing games, characters advance to a new Tier relatively infrequently. Every Tier has four Steps, and advancing all four Steps will move to the next Tier. Each Tier automatically grants new Abilities from your Focus and unlocks Ability choices from your Type.

Steps

Within each Tier are four **Steps**. These come more frequently than Tier increases, and can be thought of as typical "level ups" found in other role-playing games. Each Step allows you to pick one of the following:

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- Increase Stat Pool: Increase one or more Stat Pools by a number of points.
- Increase Edge: Gain additional Edge in a chosen Stat Pool.

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- Increase Max Effort Level: Increase your Max Effort Level by 1.
- Improve Skill or Ability: Improve an Exploration Skill level by 1, or improve a selected attack Ability.

Each Step can only be chosen once per Tier. When you gain a new Tier, any options above that you have picked before can be selected again.

Numenera

The numenera is anything left behind in the Ninth World by prior civilizations over millions of years. These things were created by races and civilizations so advanced (and in some cases, not originating on Earth) that their intended purposes are incomprehensible. However, the denizens of the Ninth World have often found new purposes for the numenera, providing them with incredibly powerful, almost magical tools and equipment to use - but ones that are little understood.

Most numenera get categorized into a few types: Oddities, Artifacts, and Cyphers.

Oddities

Oddities are relatively mundane numenera objects serving no specific gameplay function, but have interesting lore in their descriptions. They can typically be sold for a decent number of Shins.

Artifacts

Artifacts are unique and powerful items and equipment. These can typically be used repeatedly, or provide some sort of constant benefit to the wearer. Examples of artifacts might include a special piece of synthsteel repurposed as a sword which heals the wielder, or a cloak made of ethereal fabric that protects against energybased attacks.

Cyphers

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Cyphers are among the most powerful numenera objects encountered, but their immense power means that they are often unstable. Cyphers are differentiated by the fact that they can only be used once - after they have been activated, they burn out, destroy themselves, or are otherwise rendered inoperable.

Additionally, Cyphers' unstable nature and bizarre properties mean they have strange interactions when several are in close proximity to each other. Most people can carry one or two Cyphers without issue, while those who know more about the numenera can carry more. But carrying too many cyphers will cause them to interfere with each other, producing negative symptoms. This **Cypher Sickness** worsens with each new Cypher, potentially leading to a catastrophic explosion.

When suffering Cypher Sickness the character suffers penalties to most tasks, and the only way to get rid of it is to use the Cyphers, give them to someone else, or sell them. An adventurer would be well advised to use Cyphers frequently to avoid the effects of Cypher Sickness, rather than hoarding them - in the Ninth World, a Cypher not used is typically considered a Cypher wasted.

Effort

One of the most important concepts in *Torment: Tides of Numenera* is spending **Effort**. When attempting a challenge or task of almost any kind, including attacks, it is possible to spend Stat Pool points in order to increase one's odds of success. This is known as using Effort, and includes anything from digging through some rubble and scavenging for valuables, to negotiating important diplomatic relations, picking a troublesome lock, or puzzling out the secrets of a lost civilization. Additionally, some Abilities and normal attacks during Crisis mode can also be improved by using Effort.

Using Effort



Using Effort is easy. When you attempt an applicable challenge in Crisis or regular exploration gameplay, the game will show an Effort popup displaying your character's portrait, as well as buttons on it corresponding to levels of Effort.

To apply no Effort, just use the leftmost option - this has no selection cost to your Stat Pools. If you feel your odds of success are too low, you may want to use Effort. To do this, simply use the additional buttons to the right, with each one corresponding to another level of Effort (and a corresponding Stat Pool cost). Remember that you cannot use Effort without the appropriate Stat Pool available, so be careful which tasks you choose to spend Effort on, as replenishing Stat Pools is not always convenient.

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Effort and Edge

Edge is a special statistic that reduces the Stat Pool costs when using Effort, effectively providing greater odds of success for free. Whenever you have Edge available for a particular Stat Pool, you will see it reflected by the leftmost button on the Effort popup shifting from left to right, indicating that your odds of success have increased by the corresponding number of Effort levels.

Companions and Effort

Your companions can also assist with most types of challenges during regular exploration gameplay, provided they are active and present in the party. When they are available to assist, you can select them in the Effort popup instead of the Last Castoff and review their possible odds of success. This will also reflect the companion's bonuses (or penalties) to that particular challenge, and any Stat Pool costs will be deducted from them instead of the Last Castoff.

Note: Companions cannot help with certain challenges unique to the Last Castoff (such as Anamnesis, the Skill associated with uncovering buried memories). During a Crisis, companions also cannot assist in challenges, but they can be directly controlled and attempt the challenges themselves instead.

Combat and Crisis

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When you encounter a situation where there is a hostile threat, some kind of time pressure, or which requires a delicate hand, you will find yourself in a **Crisis**. When this occurs, the game switches into a turn-based mode and you control your party members one at a time, in sequence with others (including allies, neutral characters and enemies).

A Crisis usually involves **more** than just combat. While you can fight - and sometimes it might be the best option - you are rarely forced into attacking or killing others. Instead, almost every scenario has objects in the environment you can use to your advantage, or offers options to solve it without violence, such as by sneaking around foes. Sometimes you can even talk to enemies to make them surrender or demoralize them. Certain Crisis situations may not even contain hostile creatures or characters to start with, and may let you resolve them completely peacefully.

Turns & Actions

Every turn, each party member has one move, and one action.



A move can be used exactly how it sounds - to run to a nearby spot. While this is typically used for moving around, in rare cases using Items or Abilities might consume your move too.

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Actions are consumed by attacking, using Abilities, and sometimes by interacting with objects or speaking to other characters.

Alternately, you can use both your move and action together to **double-move**, which consumes both but lets you travel double the normal distance. When double-moving, you will see your movement line change from blue to purple.

Your available action and move are indicated on the user interface by a foot icon and sword icon displayed underneath your currently controlled party member.

Attacking Enemies

To attack a hostile enemy, simply select them. This will make the Effort window appear. This works just like the same window that appears during conversations you can choose to spend your Stat Pools to increase your odds of success, and even the damage you deal.

Once you've confirmed how much Effort you want to use, you will complete the attack. If you are far away, you may need to spend your move to approach the enemy before attacking - this will happen automatically if you are wielding a melee weapon, while if you are using a ranged weapon you may need to reposition.

Using Abilities & Items

To make use of your Abilities and items, you will need to use the corresponding menus on the HUD. When you open those menus, you will see all available Abilities or items which you are able to use.

When hovering on an Ability or item, you will see a tooltip appear showing a description of its effects, as well as any usage costs (such as Stat Pools, or if it consumes your move or action that turn). To use it, simply select it from the menu.

User Interface

Exploration Mode

Character Portraits



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The Character Portraits are located along the bottom edge of the screen. These elements contain each party member's portrait art, as well as their Health, Stat Pools and any information on currently active Fettles.



Ability Menu

The Ability Menu shows the Abilities relevant to your current play mode. For example, when you are in a Crisis, you will only be able to use Abilities that can be used during Crisis mode.



Item Menu

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Similar to the Ability Menu, the Item Menu is contextual and will only show items relevant to the current gameplay mode, and only those possessed by the currently selected character.

System Menu

The System Menu can be found on the lower-right corner of the screen. It contains buttons to access the following functions:

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NO. Reserver	Character Sheet	
2	Journal	
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Crisis Mode

During Crisis gameplay, a few new elements appear on the screen.

Turn Order Bar



This appears at the top edge of the screen and displays all active characters (and sometimes objects) within the Crisis. A small arrow highlights which character's turn is currently active.

Crisis Objectives

Current Objective

Overcome Qorro and his mercenaries -Use the glowing turret or purple energy to your advantage -Talk to Qorro with different party members

The Crisis Objectives window appears on the right side of the screen, and displays some details about what your objective for a particular Crisis is, such as defeating a particular enemy or escaping an ambush.

Note: Not every single possible path through a Crisis is displayed in the Crisis Objectives window. Check the objects in the environment and try talking to characters during the Crisis to see what other options might be available to you:

Party Menu

The Party Menu is a combined menu containing a number of sub-menus, allowing you to see every aspect of your current party. It contains the Inventory, Character Sheets, and Journal of all your party members. It also displays your Stats Panel on the left hand side of the screen.

Stats Panel

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OFFENSE		
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Unarr 1 Physic DEFENSE 2 Arritor 2 Resistance 2 Dusion 3 Wilpower		trice

The Stats Panel appears to the left side of the Party Menu no matter what sub-menu you are looking at. It contains a number of important stats about your characters, such as their Health, Stat Pools, Edge and more. You can change between your selected character by using the portraits at the bottom of it.

Spending Experience and Advancing



The large bar on the top of the Stats Panel displays your character's current Tier, Advancement Step, as well as their Experience Points and progress towards the next Step. Upon advancing you will be prompted to choose from a number of bonuses and informed of any other benefits received.

Inventory

	MA.			
INVENTORY	Character S	HEET		
Δ		Cyphers	CREAR S	
Eq	uipment	91 11		
Body	Bonded			
	Weapon		۳۳ 🎓 (ک	
			CLOSE	

The Inventory displays the current character's equipment, items they are carrying, and any Cyphers they are holding. It is split into a few different sections:





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The Equipment section shows all the equipment slots available to the selected character, as well as any items that have been equipped to those slots. Remember that a character can only use equipment when it is equipped to the appropriate slot. These include weapons, armor, special artifacts and more.

Backpack

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The Backpack section displays all standard items the selected character is holding (but not items that have been equipped). Each character in the party has his or her own Backpack, but otherwise it has unlimited space - you do not need to worry about limited slots or carrying capacity.

Cyphers



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Cyphers are special numerier items which you will encounter on your travels. Cyphers have some kind of powerful special function, and can typically only be used once before their power is consumed or they are destroyed.

Only a certain number of Cyphers can be carried at any given time without that character suffering from Cypher Sickness. Cyphers that fall within the character's Cypher Limit are displayed in the inner ring. Any Cyphers beyond the Cypher Limit are displayed in the outer ring and highlighted in orange.

Quest Items

- Stor E Dinge



Quest Items displays any special items needed for the quests and tasks you will undertake. These are categorized for your convenience. Unlike standard items, Quest Items cannot be sold or removed, so you won't lose them accidentally.

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Note: Quest Items are possessed by the entire party, not specific characters. You don't need to worry about a Quest Item being on the right character.



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Your Shins are displayed near the Quest Items area. Shins are currency in the Ninth World - shiny, coin-like objects and baubles generally agreed to have trade value. There is no limit on the number of Shins you can carry with you.

Note: Just like Quest Items, Shins are possessed by the entire party, not specific characters. You don't need to trade Shins back and forth between your party members when buying or selling items with merchants.

Character Sheet

Shins



The Character Sheet displays your currently selected character's Abilities and Skills, allowing you to review them in detail.

Abilities

Tier 2	
Active	Passive
Energize	Datasphere Link
	Targeting Eye

The Abilities area shows a list of your character's Abilities, categorized by Tier and whether the Ability is Passive or Active type. Each Ability has its own entry, displaying its icon and name.

To see more details on an Ability, you can highlight it with the cursor to view a brief description of what it does. You can also select it to view a longer description

Skills



Your character's Skills are shown on the right side of the Character Sheet. These are divided into **Exploration Skills**, **Combat Skills** and **Inability** (Skills which have a penalty). To view the details, highlight it with the cursor and you will see a description of what that Skill's effects are.

Inventory Character	SHEET JOURNAL
In Progress Completed	Fallen To Earth
Main Quests	Larth I miraculously survived a fall from many kilometers above the Earth's surface, only to find myself in another
Fallen To Earth	unexpected situation. My only hope of stopping the Sorrow - the creature that hunts me - is to climb inside the crystal resonance chamber and activate the device.
Secondary Quests	Unfortunately, the resonance chamber was badly damaged by my fall, so it'll need to be fixed.
Beloved Slave	Find a way to repair the resonance chamber.
Borrowed and Lost	
Stay of Execution	

The Journal shows a list of your current active and completed quests and tasks, allowing you to review the details and pick up where you may have left off previously. Checking your Journal for updates periodically is always a good thing.

Map

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The Map screen can be brought up at any time during normal play. This shows the area that you are currently in -- as much as you have explored -- along with key points of interest and entrances and exits to other locations.

Merchants

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)	Cyphers) [Merchant	Î
Body Cloak		Bonded				Merchant's Inventory	1
	1		Cont.	Backpack	9		
Ornament	Weston			8 🔶 🖌 🦨			
	10-110-10-11-000-000						

Merchants can be found throughout the game world selling their wondrous wares and buying up others from explorers. Different merchants specialize in selling different types of items, but most merchant will buy any item you bring to them. You can also view and equip items to your party members from within this screen.

Pause Menu

	Pause	
	Return to Game	2
	Save	
	Load	
	Options	
	Exit to Main Mer	nu
() ()		

Allong Alter State

The Pause Menu pauses gameplay and displays a list of system-related functions, including saving and loading the game, opening the Options Menu, and exiting the game.

The Ninth World

Equipment Types

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The Ninth World is full of incredible artifacts and items, as well as more mundane ones, but many of them fall into different categories of equipment, each with a corresponding slot.

Weapons



Weapons are anything you wield with your hands and which is used to attack enemies, either in melee or at a distance. Weapons can be swords, clubs, hammers, crossbows, buzzers, and more esoteric and strange objects used to inflict harm on others.

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Off-handed



Off-handed items are typically those wielded for defensive purposes, such as shields.

Note: Some weapons are two-handed, and thus will require both your Weapon and Off-handed equipment slots.

Armor



Armor is anything that can be equipped to the Body slot. This includes normal clothing, leather or plate armor, or even the living skin of strange organisms.

Note: Some armor has costs associated with wearing it, and will reduce your Stat. Pools when equipped. These can be reduced by acquiring certain Abilities.

Cloaks

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Cloaks are any item which can be worn on the back or over the shoulders. Cloaks typically have some kind of defensive function, but might also include strange numenera devices which provide special Abilities or other benefits.

Bonded



Bonded items are special artifacts, trinkets, and baubles which provide some kind of benefit when worn. However, they usually demand something from the bearer as well.

Note: Bonded items are numenera, and so are often difficult to wear properly. Depending on a character's Concentration Skill, one Bonded slot may be locked and unable to be used, or wearing multiple items in the Bonded slots may inflict stat penalties.

Locations

The Labyrinth

Death in *Torment: Tides of Numenera* is not the same as "game over." Your body is mostly immortal. Your mind, on the other hand, is a twisted place. When you die, your consciousness travels somewhere else, to a labyrinth of the mind. The Castoff's Labyrinth is a strange realm, a dreamlike maze of stairways, tunnels, and reconstructed memories. It's your mind, but you wouldn't know it from all that's in here.

The Castoff's Labyrinth is a special place, one that changes and grows as the Last Castoff dies and returns – but it also changes based on your interactions and your progress through the game.

Sagus Cliffs



Sagus Cliffs is a city built upon a great crag, winding its way down to the water through switchbacks and cutout caverns. The city is vast, both vertically and horizontally, sitting atop the ruins of preceding generations and prior worlds. At the base of the cliffs, the ocean crashes and swirls around a reef of ancient technology from ages past.

The service of the se

Centuries ago, Sagus Cliffs was the heart of a respectable kingdom, controlling a vast region that it called the Sagus Protectorate. Its fortunes – and territory – waxed and waned over the years, until a slave revolt spilled from the depths of the nearby Bloom, toppling the power structures of the city and marking the end of its empire. Though the people of Sagus regard themselves as the rulers of the old Protectorate, they now control little beyond the city limits. Still, the city remains a vibrant hub of culture and conflict, with a population of about 100,000.

Valley of Dead Heroes

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An ancient, windswept valley utterly devoid of natural life that has served as a burial ground for millions of years. Statues, obelisks, monuments, empty sepulchers, and shrines spanning many prior worlds litter the floor of the valley in vast thoroughfares and twisted alleys. Some of the shrines here were clearly built by inhuman hands, and even the most durable of materials on some of these ancient memorials have been so wind-scoured that the inscriptions and the languages on them have vanished from the face of the world. Yet no bodies lie above the surface – they are all entombed in the Necropolis.

Miel Avest



Miel Avest is a lush sanctuary for the castoffs of the Changing God, and a safe haven from the Endless Battle and the Sorrow. Those on both sides of the conflict stay here, as do neutral castoffs who seek to ply their business and hone their training.

The Bloom

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The Bloom is an enormous, living predatorial city at the base of Sagus Cliffs, its black and tarry tendrils reaching out to anchor itself against the gorge walls as it creeps toward the sea. It subsists on the thoughts and actions of those who dwell within it, subtly encouraging this behavior in its residents, some of whom it will occasionally devour in part or whole with its many Maws. Its interior chambers and great fleshy folds provide any number of places for someone to live and hide, and its hidden pathways can lead daring merchants to great secrets... or to their dooms. The pathways are sometimes one-way passages to new worlds. There is a battle for control here that occasionally spills into the open. The Memovira (a crime lord who rules the Bloom, to the extent that anyone can) controls the trade and the gate to Sagus Cliffs, but other gangs and factions jockey for power and wait for her to misstep.

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Glossary

Ninth World Terms

Abykos

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A ghostlike creature that feeds on transdimensional energy.

Aneen

Two-legged herd animals used for travel, or kept for their milk and meat.

Artifacts

Numenera devices that can be used more that once.

Chiurgeon

A Ninth-World term for a person using ancient technology for healing purposes.

Cyphers

Powerful limited-use numenera devices.

Drit

Serves as soil in much of the Ninth World. Left-overs from previous civilizations, ground into a material akin to sand.

Crystalvore

A being that devours the insides of crystalline structures to make a tasty lair for itself.

Datasphere

The remnants of a galaxy-spanning network of data, now a flow of living data that encompasses the world.

Esotery

A seemingly magical ability of nanos.

Ghibra

Water-breathing humanoids native to the Oasis of M'ra Jolios.

Glaive

A character Type generally focused on combat.

Iron Wind

A cloud of insane nano-technology that mutates anything it touches.

Jack

A character Type with knowledge of both combat and the numenera.

Laak

A small, poisonous reptile.

A CONTO STOR

Memovira

The title given to the crime lord that currently rules the Bloom at any given time.

Contraction and the second

Murden

Cruel, birdlike humanoids.

Nano

A character Type with great knowledge of the numenera.

Numenera

Anything left by previous civilizations, from devices to engineered creatures to the very drit in the ground.

Nychthemeron

A floating, tentacled, biomechanical creature that is belligerent by day and semipeaceful at night.

Oddities

Numenera that have no obvious use.

Order of Truth

An organization that studies the past. Their members are called Aeon Priests.

Philethis

Mysterious, cloaked beings found throughout the Ninth World as apparent observers.

Shins

The currency of the Ninth World.

Visitant

A catch-all term for creatures from another world, regardless of how they got to the Ninth World.

Sagus Cliffs Slang

By the Black Three

An oath, referring to three feared leaders of the Tabaht.

Cark

Disturb/make uneasy. Also "carker", an insane person.

"It's giving me the carks." "That glowing ball carks me fierce."

Chagan

A low-level gang warlord.

"The chagan here kicks up his take to the Memovira."

Creft

Similar to "crap" when used colloquially.

"What's all this creft on the floor? Oh, gods, spiders!"

Draff

スシン

Dregs.

"You want to go down and mingle with the draff? Careful you don't get any tulk on you."

Stor of Vingent Canada Star

Gallowglass

A mercenary.

"That gallowglass Tybir is back in town. Time to catch that laak-nibber!"

Laak-Nibber

Epithet similar to "son of a bitch".

Plod

Hard work.

"I'd make a quick shot, but the Levy's watching. Guess I'll bear the plod."

Scolarch

Also "empiriarch"- meaning "headmaster, lead-reader."

"If you seek answers, ask for the scholarch at the Library."

Shine

Good, great, admirable. Also a term for comprehension.

"You shine what I say?"

Shukkered

Stabbed.

"Interrupting a chat's a good way to get shukkered down here."

Skist

Ale Ale and a set and a se

Used similarly to "shit" colloquially.

"What a load of skist wafts from your tongue, friend."

Spiderjack

Thief.

"You want to pull the job right, you'll need a spiderjack to get you in."

Tert

Territory.

"That's the Memovira's tert, friend. You don't want to go there."

Tulk

Runoff/infectious ooze from human/machine interface. Can occasionally be used as an insult/epithet.

Tips and Tricks

- Dying is not always a bad thing! Some characters will be more willing to talk to you if they've seen you come back from the dead.
- *Torment: Tides of Numenera* reacts to your failures as well as your successes. Sometimes, what you get from failing a challenge is more interesting than the reward of a success!
- Be sure to use Cyphers frequently, or trade them between party members. This will benefit you and help stave off Cypher Sickness.
- Examine everything and explore everywhere you can. You may uncover a new path or option you weren't previously aware of.
- Shins are sometimes needed during conversations typically for bribing the underhanded. You may not want to spend all of them on a shopping spree.
- Be sure to use your companions to assist when completing challenges. Their Skills might give you the benefit you need to solve one.
- Anyone can potentially succeed at a task or challenge if they spend enough Effort. Sometimes it is more beneficial to use Effort on an otherwise less competent character, especially if they don't have as much use for a particular Stat Pool otherwise.
- You can only bring three companions with you at once, for a total party of four. Those companions will unlock new options, opportunities and offer insight on situations, so pick your followers carefully.
- You won't be able to see everything in the game in a single playthrough. Don't worry about missing something the first time around - you can always play again for a different experience.
- You can use certain items and Abilities even during conversations. Keep this in mind for when you need a little extra boost to succeed in a challenge.

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