



ANGELUS

— RING THE BELLS · CLIMB THE SPIRE —

INSTRUCTION MANUAL

Twenty floors. Sixty bells. Everything that fights you can be let go.



WATCHFIRE GAMES
Windows · Linux · Web browser

BEFORE YOU CLIMB

A WORD TO THE PILGRIM

Thank you for carrying a light up the spire. This little book tells you how the climb works, what you will meet on the stairs, and what the people at the Foot are too polite, or too frightened, to say out loud.

It describes the full game. The free demo is the same game cut short at the fourth floor; wherever the two differ, you will find a note like this one:

DEMO

The demo holds the Foot and the Undercroft, floors one to four, with all three classes, all three difficulties, the opening film and the score. It ends at the stair off the fourth floor. Companions (playing together) belongs to the full game. Demo pilgrims are saved separately from full-game pilgrims.

IF SOMETHING GOES WRONG

Write to support@angelusgame.com and tell us which version you are playing (Windows, Linux or the web), what you were doing, and what you saw. A screenshot helps more than anything else. News, the demo and the score live at angelusgame.com.

WHAT THE GAME KEEPS

Your pilgrims are saved on your own computer, in the game itself. The Windows and Linux versions never contact a server unless you choose to play with companions. The web version counts visits anonymously — no cookies, no names, nothing that follows you from one day to the next.



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Scripture quotations are from the King James Version and the Latin Vulgate; the Angelus on the back cover is the traditional prayer. All are in the public domain. The canticle on page 3 and the Latin in the margins are from the game's own score. Typeset in Cinzel and Spectral.

ESRB rating pending to Mature 17+. Visit esrb.org for rating information.

DOMINE, LABIA
MEA APERIES.

*O Lord, open my
lips.*

INSCRIBED ON
EVERY BELL OF
LAUDS

SILENTIUM UNIUS NOCTIS

THE SILENCE OF ONE NIGHT

*One night only. One silence only.
So that we are not found, not heard.
Be quiet — do not ring tonight.
Tomorrow we will sing again.*

*Morning came, and no one touched the rope.
Noon came, and no one touched the rope.
Tomorrow.*

*Evening came, and no one touched the rope.
Night came, and no one touched the rope.*

*Tomorrow, tomorrow, tomorrow —
always tomorrow.
Four hundred years of tomorrow,
and no morning.*

SUNG ON THE NINTH FLOOR

WHAT IS WRITTEN HERE

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LUMEN QUOD
PORTO
SOLUM LUMEN
EST

*The light I carry
is the only light.*

LUMEN FERO
SOLUS · FLOOR
ONE

THE STORY SO FAR

THE VALLEY WHERE THE BELLS STOPPED

For four hundred years the house on the mountain kept the Office without a break. The bells were never decoration; they were the work. Brothers rang them by hand, all the way up the spire, every day, and the light of the place held for exactly as long as the ringing did. In the valley below, people set their lives by them — when to rise, when to eat, when to stop. Nobody in the valley owned a clock. Nobody needed one.

Then came a bad winter, and something came up the valley road.

The brothers did the sensible thing. They stopped ringing, so as not to be found. One night of quiet, to live through it. It worked. Nothing found them. And the hours never started again — not the next morning, not ever. The valley has been guessing at them ever since.



The Widow, from the opening film.

WHAT IS STILL IN THERE

They are all still up there. Not slain, and not possessed: *derelict*. Four hundred years of habit ended by one night of prudence, and what is left has forgotten it was ever meant to sing. That is why the things on the stairs sleep until a bell sounds, and why the sound of one wakes the floor. Ringing is the thing they stopped doing. It finds them.

THE CHOIR, NOT AN ARMY

The Fallen Wardens were the ones whose duty it was to ring. They failed at one job, once. That is the whole of their crime, and it is why they can be redeemed rather than banished. A Warden is not evil. It is ashamed.

AND YOU

You are a pilgrim who has come up the valley road with a lamp. Above you are twenty floors, sixty bells, and a stair sealed on every one of them. At the very top hangs the bell that was never rung that night. Nobody has touched it since.

QUADRINGENTI
ANNI SILENTII,
UNA NOX
TIMORIS

*Four hundred
years of silence,
one night of fear.*

LUMEN FERO
SOLUS · FLOOR
ONE

THE HOURS AND THE BELLS

The *Angelus* is a prayer said three times a day — morning, noon and evening — and announced by a bell: three strokes, a pause, three strokes, a pause, three strokes, and then a peal. It gives the game its name, and it is the reason every floor of the spire has three bells rather than one or five.

THE CANONICAL HOURS

The brothers divided every day into eight offices. The valley still uses the names, though nobody is sure any more when they fall.

HOUR	WHEN IT WAS KEPT
Matins	The night office, before dawn.
Lauds	First light.
Prime	The first hour of the working day.
Terce	Mid-morning. The first <i>Angelus</i> .
Sext	Noon. The second <i>Angelus</i> .
None	Mid-afternoon.
Vespers	Evening. The third <i>Angelus</i> .
Compline	The last office before sleep.

SIXTY BELLS

Three to a floor — Lauds, Sext and Compline — and twenty floors between the door and the top. Each bell is cast with its own words, and each does its own work when it sounds. Which you ring first is yours to decide.

BELL	INSCRIPTION	WHEN IT RINGS
Lauds	<i>Domine, labia mea aperies.</i> O Lord, open my lips.	The whole floor is known to you: your map fills in.
Sext	<i>Deus, in adiutorium meum intende.</i> O God, come to my aid.	The note holds. Everything already awake is stopped where it stands for a few heartbeats.
Compline	<i>In manus tuas, Domine.</i> Into your hands, O Lord.	Your lamp widens against the night for the rest of the floor.

Every bell, whichever hour it keeps, also lights its ground for good, restores your Vitality and Grace in full, and becomes the place you rise if you fall. When the third has sounded, the stair unseals — and something that was waiting for the last bell stands up.

HAEC DOMUS
CANTABAT,
MANE, MERIDIE,
VESPERE

*This house sang
— morning, noon
and evening —
for four hundred
years, and its
voice did not fail.*

DOMUS
CANTABAT ·
FLOOR SIX

INSTALLING ANGELUS

Angelus runs on Windows, on Linux and in any modern web browser, and it is the same game everywhere: the same spire, the same score, the same sixty bells. Pick whichever suits the computer in front of you.

WINDOWS

Download the installer from watchfiregames.itch.io/angelus-demo and run it. It installs in one step, adds *Angelus Demo* to the Start menu and the desktop, and opens the game when it finishes. To remove it later, use **SETTINGS > APPS**.

IF WINDOWS OBJECTS

The first time, Windows may show a blue panel titled *Windows protected your PC*. That is SmartScreen being careful with a program it has not seen many times yet. Choose **More info**, then **Run anyway**.

LINUX

From the Snap Store, in a terminal:

```
sudo snap install angelus-demo
```

If your system has no *snap* command, install it first with `sudo apt install snapd`. Prefer a single file? Download the **AppImage** from itch.io, make it executable (`chmod +x Angelus-Demo-*.AppImage`) and run it. Newer Ubuntu releases need `libfuse2t64` for any AppImage to start.

IN A WEB BROWSER

Play at angelusgame.com/demogame/ in a recent Chrome, Edge, Firefox or Safari. There is nothing to install. Your pilgrims are kept by that browser on that computer, so clearing the site's data clears them too.

FULLSCREEN, ZOOM AND SOUND

The Windows and Linux versions open fullscreen. **F** (or **F11**) switches to a window and back; to leave, choose **Quit** from the menu. **+** and **-** zoom the view to suit your screen. **M** mutes everything.

DEMO · FULL GAME

The downloads above are the free demo. The full game is coming to Steam — wishlist it there. Other platforms are announced at angelusgame.com as they arrive.

GRADUS POST
GRADUM,
TURRIS ME
VOCAT

*Step after step,
the tower calls
me.*

LUMEN FERO
SOLUS · FLOOR
ONE

BEGINNING A CLIMB

The main menu offers:

Continue ascent	Return to the climb you left.
Save now	Save this moment.
Pilgrims	Make, choose or delete a pilgrim.
What is known	The book: story, controls, the hours, the score and credits.
The opening	Watch the opening film again.
Companions	Climb with up to three others (page 29).



The title, before the climb.

MAKING A PILGRIM

Choose **Pilgrims** and make a new one. Under *Who climbs*, give a name, choose one of the three (page 14) and how hard the spire should be. The **seed** is optional: leave it blank for a spire nobody has climbed, or type in one a friend gave you to climb the very same tower. You can keep up to five pilgrims, and each remembers its own climb. The game saves as you go and whenever you open the menu with ESC.

DIFFICULTY

SETTING	WHAT CHANGES
Postulant	A wider lamp, and the spire is slower to lose patience. Things hit noticeably softer,
Easier	fewer wake when a bell sounds, and a fall costs only the Grace in your hands.
Pilgrim	The climb as it was built.
As intended	
Penitent	Less lamp, harder blows, and more of the floor wakes at every bell. The Warden stops
Harder	waiting after your second fall on a floor.

The setting belongs to the pilgrim and is chosen once. If a floor knocks you down three times, the game will offer — once, and only once — to let that pilgrim take the gentler road.

FALLING

When your Vitality runs out you fall, and rise again at the last bell you rang on that floor, or where you came in if you have rung none. A fall never takes your progress: a rung bell stays rung. But it is not free. The Grace in your hands scatters into the dark. On Pilgrim and Penitent a relic slips from your belt and lands near the bell, where you can pick it up again. And the spire notices — fall often enough on one floor (four times, three, or two, by difficulty) and that floor's Fallen Warden stops waiting and comes to find you.

SI AQUA
CANTARE
POTEST,
TUNC ET EGO
POSSUM

*If water can sing
in a place where
no one hears it,
then so can I.*

AQUA SUB PETRA
· FLOOR TWO

CONTROLS

MOVING AND FIGHTING

W A S D	Move. The arrow keys work too.
Left click	Walk there, or strike what you clicked.
Right click — hold	Run. Faster, and louder: things wake further off.
Q	Strike whatever is in reach.
SHIFT	Step. Short, quick, and untouchable while it lasts.
SPACE	Offer your first bound rite. RIGHT CTRL or NUM 0 do the same.
R	Offer your second. RIGHT ALT or NUM ENTER do the same.
I - 8	Spend a relic from the belt.
E	Ring, climb, descend, speak, trade, absolve, redeem. Hold it: it keeps trying until it lands.

SCREENS

C	Character. Spend your points here.
I	Pack. Your gear, the belt and what you carry.
P	Rites. Bind any two to SPACE and R .
J	Quests.
TAB	Automap.
ESC	Menu. Saves on the way in.
F M	Fullscreen; mute.
+ -	Zoom.

ON A TOUCHSCREEN

Tap to walk, or tap a creature to strike it. Buttons at the edge of the screen give you **Dash** and **Run**, your two bound rites (**I** and **II**), and a large **Absolve** button that does everything **E** does.

WHY SO MANY KEYS FOR ONE RITE?

Where your hands rest decides what is comfortable. On WASD your left hand covers **SPACE** and **R** without moving; on the arrow keys, **RIGHT CTRL** and **RIGHT ALT** sit right beside them; and the numpad pair suits a full-size keyboard.

MANUS AD
FUNEM

*Hands to the
rope, the weight
up above. Pull,
and let go.*

MANUS AD
FUNEM · FLOOR
SEVEN

THE SCREEN



- 1 **The floor.** Which tier you are on, a pip for each of its three bells, whether the stair is sealed, and how many you have spared.
- 2 **Minimap.** What you have seen of the floor. **[TAB]** lays the full automap over the room.
- 3 **A rung bell.** Its light stays for good. Unrung bells stand dark.
- 4 **Level up.** Appears when you have points to spend. Press **[C]**.
- 5 **Experience.** The thin bar along the top of the panel.
- 6 **The belt.** Eight slots for relics, spent with **[1] - [8]**.
- 7 **Vitality.** What you can lose before you fall.
- 8 **Grace.** Gathered light. Every rite is paid for out of it.
- 9 **The log.** What just happened, in words. Read it; the spire talks to you here.
- 10 **Character, Quests, Map, Menu.** The same as **[C]** **[J]** **[TAB]** **[ESC]**.
- 11 **Pack and Rites.** The same as **[I]** and **[P]**.
- 12 **Bound rites.** The two rites on **[SPACE]** and **[R]**, and the Grace each costs.

WATCH THE SHAPES, NOT THE HEALTH BAR

A **red ring on the floor** means something is winding up a heavy blow, and the ring is exactly what it will hit. Step out of it. A **dashed line** means something is about to charge straight down it.

A **gold rim** means a creature is faltering: it has stopped fighting and is waiting to see what you will do (page 12). And remember that you cannot see what stands in the dark.

LUMEN MEUM
EST PARVUM,
SED LUMEN
MEUM EST
MEUM

*My light is small,
but my light is
mine, and no one
has taken it.*

AQUA SUB PETRA
· FLOOR TWO

RING, UNSEAL, CLIMB

Every floor asks the same three things of you. Find its three bells and ring them. Face what the last bell wakes. Then take the stair, which stays sealed until all three have sounded. Everything else in the game — the light, the Grace, the mercy — is about how you get from one bell to the next.

LIGHT, AND WHAT SLEEPS IN THE DARK

Nearly everything on a floor is asleep when you arrive. Your lamp shows you the room, and you cannot see what stands outside it. Sleepers wake when your light falls on them, or when you come close enough to be heard — and running is heard from much further off than walking. A few things are deaf to light and only wake when you walk into them; one carries its own light and is the only thing you will see coming.



An Exorcist's lamp finds a room in the Cloister, and what is standing in it.

BELLS ARE LOUD

A bell lights its ground for good, restores you, and becomes the place you rise if you fall — but every bell wakes the sleepers nearest to it. The first wakes a few, the second more, and the third wakes the whole floor and calls its Warden. Ringing early buys safe ground and pays for it with a harder walk to the next. Ringing late means crossing the dark with nothing behind you.

GRACE IS THE WHOLE ECONOMY

There are no potions. Every creature you unbind — strike down or set free — gives you **Grace**, and Grace is the only thing that both heals you (*Mend*) and clears a room (*Kindle*). Every time you gain it you are choosing between surviving and killing faster to gather more. Striking a thing down pays a little Grace. Sparing it pays more than three times as much.

THE STAIR

When the stair unseals, stand on it and press **E** to climb. The way down is never sealed, and a floor you have walked stays exactly as you left it: what you banished stays gone, what you spared stays lit, and what you never woke is still asleep.

CAMPANA
PRIMA SONUIT
ET LAPIS
RESPONDIT

*The first bell
sounded, and the
stone answered.*

LUMEN FERRO
SOLUS · FLOOR
ONE

MERCY

Everything that fights you can be killed or let go. The game keeps count of both, and hands the count back to you on the way down.

FALTERING

Beat anything down below about a third of its health and it **falters**. It stops fighting, gold opens at its edges, and it waits. The game lowers your blade for you at that moment — you stop swinging at it on your own — because what happens next is a choice, and it should be yours. Click it again to strike it down. Or spare it.



An Unclean Spirit falters. Hold E to absolve it, or strike it down.

ABSOLVING

Hold **[E]** beside a faltering creature for a moment and you **absolve** it. It kneels where it stood and leaves a small light behind. It still yields everything killing it would have, and it gives you a great deal of Grace on top.

But mercy is heard. Every sleeper within earshot opens its eyes, so a quiet room is free and a crowded one is a choice. And anything that reaches you while you are absolving breaks it — which is why you cannot do it in the middle of a fight.

REDEEMING A WARDEN

The last bell on every floor wakes a **Fallen Warden**. Below a third of its health it falters, and gold opens in it. Strike it down for the quick road — or press **[E]** and hold for six seconds inside the dashed ring without hitting it. Anything that touches the Warden breaks the rite; anything that only touches you does not, so Mend, Ward and the step all still work.

WHY REDEEM

A redeemed Warden still gives you everything striking it down would have — its light at double, the metal, two pieces of gear rolled deeper than a banished one drops. On top of that it stands and burns for good, it widens the light you carry for the rest of the climb, and the Vitality it gives grows the higher you take it. The six seconds is the whole price.

NON DAMNO,
SED SOLVO;
NON CAEDO,
SED VOCO

*I do not
condemn, but
loose; I do not
strike down, but
call.*

LUMEN FERRO
SOLUS · FLOOR
ONE

YOUR PILGRIM

Unbinding things — either way — earns experience, and every level gives you two points to spend on the character page (C). A level also raises your Vitality, your strikes and your Kindle a little on its own, so no pilgrim is ever stuck because of how its points were spent. The highest level is forty.

THE FOUR ATTRIBUTES

ATTRIBUTE	WHAT IT IS	EACH POINT
Vigor	Vitality you can lose before you fall.	+9 Vitality
Devotion	How much light you can hold, and how much each unbinding gives.	+5 Grace, +0.5 Grace per unbinding
Radiance	How far you see, and how hard Kindle lands.	+0.22 light, +6% Kindle
Temper	How hard and how fast you strike.	+7% damage, +2% speed

THE CHOIRS

The Angelus is named for an angel announcing, so the ladder you climb as you level is the old order of the heavenly choirs. Your title is shown on the character page.

CHOIR	FROM LEVEL	CHOIR	FROM LEVEL
Angel	1	Dominion	25
Archangel	5	Throne	30
Principality	10	Cherub	34
Authority	15	Seraph	38
Virtue	20		

WHAT ELSE MAKES YOU STRONGER

- Gear in four slots, from Tarnished to Ascendant (page 21).
- Rites, which open as you level (page 20).
- Boons, one permanent choice at each Landing (page 23).
- Redeemed Wardens, each of which widens your light and adds Vitality for good.

A NOTE ON BUILDING

Every pilgrim levels the same way; what differs is what you ask of it. A Herald who never puts a point in Vigor is a glass lantern. An Exorcist who ignores Devotion runs out of the one thing he is good at. When in doubt, spend where your class is already strongest.

EGO NON
TIMEO.
EGO PULSABO.

*I am not afraid. I
will ring.*

LUMEN FERRO
SOLUS · FLOOR
ONE



THE WARDER

SHIELD AND WARD

He carries the bell on his shield, which is as close as anyone here comes to a uniform.

THE WARDER

The Warder takes the hits so the light has time to gather. He is the slowest of the three and by a long way the hardest to put down: the most Vitality, the shortest reach, and a shield that has seen the inside of more rooms than anyone at the Foot would like to count.

Mercy asks you to stand still, and the Warder can afford to. Six seconds inside a Warden's dashed ring is a long time for a Herald; for a Warder it is a bad afternoon he has had before. If you are new to the spire, he is the gentlest teacher it has.

AT A GLANCE



STARTING NUMBERS

VITALITY	132	GRACE	45
STRIKE	10-16, close	SPEED	3.9
KINDLE	30 Grace, 16-24	MEND	18 Grace, heals 34
ABSOLVE	1.2 seconds	REDEEM	6 seconds

CARRIES

A Blade and a Ward — the bell-marked shield. Raiment, Mantles, Sigils and Chimes suit anyone.



The Warder in the spire.

PLAYING THE WARDER

- His Kindle is the dearest of the three. Spend his Grace on Mend first and let the blade do the clearing.
- He can walk into a Husk's slam and survive it. That is not the same as standing in it.
- Points in Devotion repay him more than you would expect: Grace is the thing he is short of.

PATER MEUS HIC
STABAT,
ET PATER EIUS
ANTE EUM

*My father stood
here, and his
father before him.
The same rope;
the same hand.*

MANUS AD
FUNEM · FLOOR
SEVEN



THE HERALD

BOW AND DISTANCE

*He fights from the far side of the room, and he is the only one who never has
to be in reach — for killing or for sparing.*

THE HERALD

The Herald strikes from across the room with arrows of light. He is the fastest of the three and the most fragile, and he lives by one rule: nothing that reaches him should have been allowed to.

His bow gives him the longest reach in the game, and his mercy reaches nearly as far. He can redeem a Warden from well outside its slam and absolve a faltering thing without walking into the room it is standing in. The price is Vitality. A Herald caught in a corner by a Drowned has made a mistake two rooms earlier.

AT A GLANCE



STARTING NUMBERS

VITALITY	92	GRACE	60
STRIKE	9-15, at range	SPEED	4.7
KINDLE	26 Grace, 16-23	MEND	22 Grace, heals 26
ABSOLVE	1.2 seconds	REDEEM	6 seconds

CARRIES

A Longbow or a Staff, and a Quiver or a Censer in the second hand.



The Herald in the spire.

PLAYING THE HERALD

- Keep the step (SHIFT) for the moment something closes. It is untouchable while it lasts.
- The Spider and the Foxes bite and back off; they are built to punish a Herald who chases.
- Translation (level 5) puts you on lit ground you can see. Learn to love it.

QUIS NOS
VOCAT?

*Who walks in our
house? Who
carries a light
that is not ours?*

QUIS NOS VOCAT
· FLOOR EIGHT



THE EXORCIST

RITE AND WORD

Censer in one hand, book in the other. His blade does half what anyone else's does, and it is not his argument.

THE EXORCIST

The Exorcist barely fights. He works by rite rather than by blade: he carries far more Grace than the others and spends it better. His Kindle is cheap and wide, his Mend is generous, and he absolves faster, and from further away, than anyone else in the spire.

That is the whole shape of him. Sparing a thing pays more than three times the Grace that killing it does, and the Exorcist is the class that *fuels itself by sparing things*. Played as a swordsman he is the weakest of the three. Played as a priest he is the strongest.

AT A GLANCE



STARTING NUMBERS

VITALITY	95	GRACE	88
STRIKE	5-9, arm's length	SPEED	4.2
KINDLE	13 Grace, 25-35	MEND	15 Grace, heals 40
ABSOLVE	0.8 seconds	REDEEM	4 seconds

CARRIES

A Blade or a Staff, and a Censer.



The Exorcist in the spire.

PLAYING THE EXORCIST

- Beat a thing down with Kindle, then spare it. The Grace it gives back pays for the next Kindle.
- His Kindle reaches widest of the three; a whole room can falter at once.
- If you find yourself trading blows, something has already gone wrong. Step out and start again.

LEGERE EST
VOCARE;
VOCARE EST
SOLVERE

To read is to call;
to call is to loose.

VERBA IN
PULVERE · FLOOR
ELEVEN

RITES

You do not cast a rite. You *offer* it, and you pay for it in Grace. Every pilgrim knows Kindle and Mend from the first step; the others open as you level. Open the Rites screen with **P** and bind any two to **SPACE** and **R**. You can change your mind whenever you like.



KINDLE

LEVEL 1 · 13–30 GRACE BY CLASS

A burst of light in a radius. Everything caught in it is hurt. Most of what clears a room. The Exorcist's is cheapest, widest and hardest.



MEND

LEVEL 1 · 15–22 GRACE BY CLASS

Spend gathered light on yourself instead of on them. The only healing there is. One act of mercy pays for about one Mend.



TOLL

LEVEL 4 · 22 GRACE

Strike a note that stops everything nearby where it stands.

Everything within a few paces is stunned for about three seconds — long enough to step away, or to finish an absolution.



TRANSLATION

LEVEL 5 · 26 GRACE

Step at once to lit ground you can see. It will not set you down in the dark.

The only rite that moves you. Its reach is as far as your lamp.



WARD

LEVEL 7 · 30 GRACE

Harm is halved for a while. Costly, and worth it.

Twelve seconds of half damage. It touches only you, so it never breaks a redemption.



BEACON

LEVEL 11 · 26 GRACE

Leave a standing light behind you. It draws them, and it lasts.

A light that stands on its own for nearly half a minute — somewhere for them to go that is not you.

THE RITES THAT NEVER BREAK MERCY

While you are redeeming a Warden, anything that touches *it* breaks the rite. Mend, Ward and the step only touch you, so they are always safe to use inside the dashed ring. Kindle and Toll are not.

VOX AERIS
VOCAT,
VOX AERIS
SANAT

*The voice of
bronze calls; the
voice of bronze
heals.*

LUMEN FERO
SOLUS · FLOOR
ONE

RELICS, GEAR AND BELLS

RELICS AND THE BELT

Relics are the small things the brothers left lying about. They drop from what you unbind, and they land in the eight slots of your belt, spent with **1**–**8**. Six kinds turn up:



TALLOW

Light widens for a while.



TOLL

Stuns everything near you.



OIL

Your strikes bite harder.



CHRISM

Grace, poured back in full.



CERECLOTH

Half of what strikes you lands.



CLAPPER

The next bell wakes nothing.

A Clapper spent before a bell lets you ring it in silence — the light, the healing and the bell's own gift, and not a single sleeper stirs.

GEAR

You wear four things: a **weapon**, a **ward** for the other hand, **raiment**, and a **sigil**. Open your pack with **1** to put them on.



SLOT

KINDS

Weapon Blade (Warder, Exorcist) · Longbow (Herald) · Staff (Exorcist, Herald)

Ward Ward (Warder) · Censer (Exorcist, Herald) · Quiver (Herald)

Raiment Raiment · Mantle — anyone

Sigil Sigil · Chime — anyone

Each piece has a rarity, which decides how many blessings it carries: **TARNISHED** (none or one), **KINDLED** (one or two), **RADIANT** (two or three) and, rarely, **ASCENDANT** (three or four). Blessings add Vitality, Grace, damage, light, Grace per unbinding, stronger Mend or Kindle, strike speed, or less harm taken. Everything rolls stronger the higher you find it.

BELLS

The spire's money is **bells** — the small metal of the place, left by what you unbind. Spend them with a Keeper (page 22). Watch out for *Moth and Rust*, which eats bells, and *the Foxes*, which knock them loose.

QUOD
SERVAVIMUS,
PERIT

*What we kept is
perishing; what
we hid is
perishing.*

INCENDIUM ·
FLOOR TWELVE

THE FOOT OF THE SPIRE

Every climb begins in the village at the Foot, the only place in the game where nothing wants to hurt you. Walk the road from where you arrive to the spire's door and you will pass four people who each hold one piece of what happened. Press **E** beside them to speak. They have more to say once you have climbed.



THE KEEPER

"I have both, and I am not proud about the price."



THE WATERWOMAN

"They did not abandon the spire."



THE WIDOW

"My husband went up."



THE BOY

"Is it true you are going up?"

THE KEEPER

A Keeper stands on every safe floor: the Foot and each of the Landings. He lays out eight goods — mostly gear a few floors ahead of you, now and then a relic — and keeps the same stock until you pay him sixty bells to lay out fresh. He will buy your own gear back for about a third of what it is worth.

THE FOUR THREADS

Press **J** to see what you have been asked. None of them can be finished by clearing a room.

THE WIDOW. Her husband went up fourteen years ago with a good sword and no patience. She does not ask you to bring him back. She asks you not to finish him. It is the only quest in the game that can be failed by winning a fight.

THE WATERWOMAN. She wants proof of the night the bells stopped — something the brothers left behind, high in the Scriptorium.

THE BOY. Nobody will tell him what is up there. Ring a bell on each of the spire's four kinds of floor, and come back and tell him.

THE KEEPER. Business. Bring relics down and he will make it worth the carrying — and the offer stands for as long as he does.

SOMETHING HEAVIER

Now and then a Fallen Warden leaves behind a curved piece of bronze. It is not a relic, and it is not for the belt. Somebody a few floors up will know what it is.

VALLIS
NESCIEBAT
HOROLOGIUM;
VALLIS
CAMPANAM
AUDIEBAT

*The valley owned
no clock; the
valley heard the
bell.*

DOMUS
CANTABAT
FLOOR SIX

THE LANDINGS

Three floors of the spire — the fifth, the tenth and the fifteenth — are not fought over. Each was a room the brothers used, and each is a breath: safe ground, a Keeper, a gift, and a choice that lasts for the rest of the climb.



A Herald meets the Keeper on the First Landing.

5
FLOOR

THE INFIRMARY

Beds, and a herb garden gone to seed. Drink from the basin for Chrism or Cerecloth. Then choose one boon:

EMBER

What Kindle touches keeps burning afterwards.

SILENCE

Absolving wakes nothing. Mercy stops being heard.

VIGIL

Mending also wards you for a moment.

10
FLOOR

THE REFECTORY

Long tables, cold ovens. Eat at the long table for Oil or Tallow. Then choose:

SHROUDED LAMP

Your own light no longer wakes what sleeps in it.

LITANY

Every third strike tolls, and stops what stands near.

ALMS

Things falter sooner, and absolving pays double Grace.

15
FLOOR

THE COPYIST'S ROOM

Shelves, a slanted desk, ink dried in the well. Read at the desk for a Clapper or a Toll. Then choose:

WILDFIRE

Kindle reaches half again as far.

SECOND BREATH

Once on each floor, a fall leaves you standing at half.

BEACONLIGHT

A rung bell lights the whole floor, not the ground around it.

AER HIC TENUIS
EST.

AER HIC CLARUS
EST

*The air here is
thin, the air here
is clear. Nothing
hides here;
nothing can.*

AER TENUIS ·
FLOOR SIXTEEN

Levelling gives you bigger numbers and never changes what you do. Boons change what you do. Choose with that in mind: they are permanent.

WHERE YOU ARE GOING

THE SPIRE, FLOOR BY FLOOR

FLOOR 0 · THE FOOT The village. Safe ground, the Keeper and the four who speak.



FLOORS 1–4

THE UNDERCROFT

The vaults under the spire, cold and wet, where the brothers buried their own. Pitch dark: you carry the only light there is. The place to learn the climb.

Forgotten · Drowned · Husk · Spider · Ashen Bones

FLOOR 5 · FIRST LANDING The Infirmary. A Keeper, the basin, and your first boon.



FLOORS 6–9

THE CLOISTER

Where the brothers lived, walked and prayed: great rooms and long walks. A man with a good sword and no patience came this far, fourteen years ago.

Forgotten · Husk · Unclean Spirit · Dry Bones · Wandering Star · Spider · the Foxes · the Unnamed · Ashen Bones

FLOOR 10 · SECOND LANDING The Refectory. A Keeper, the long table, your second boon.



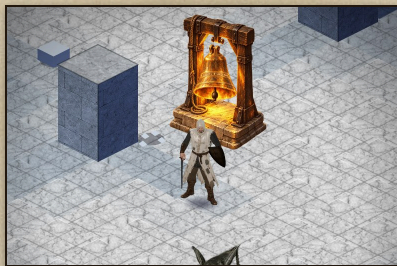
FLOORS 11–14

THE SCRIPTORIUM

Where they wrote everything down, except one night. Crowded: more stands on these floors than anywhere else in the spire.

Moth and Rust · Dry Bones · Wandering Star · Legion · Drowned · the Dust · the Emptied · the Seven

FLOOR 15 · THIRD LANDING The Copyist's Room. A Keeper, the desk, your last boon.



FLOORS 16–19

THE FIRMAMENT

The top of the spire, open to the sky. There is light up here that is not yours — nowhere to hide, and nothing here needs to.

Locust · the Destroyer · Roaring Lion · Husk · Legion · the Watcher · the Deep

FLOOR 20 · THE SUMMIT One bell, half again the size of any below, and the Warden who was on duty the night it stopped.

TURRIS ME
VOCAT

*The tower calls
me. Shadows
surround me, but
they will not
conquer me.*

LUMEN FERO
SOLUS · FLOOR
ONE

A BESTIARY

Not one of them is evil. They are the choir that forgot what it was for. Every one can be killed, and every one can be let go.



THE FORGOTTEN

UNDERCROFT · CLOISTER

A brother who has been here so long there is nothing left to recognise. The first thing you meet, and the last thing that stops coming.

The Unnamed (Cloister) is darker still, and deaf: your light will not wake it.



THE DROWNED

UNDERCROFT · SCRIPTORIUM

Slow, heavy and hard to shift. Its grip leaves you slowed, so standing still to fight it is exactly the mistake. Every third blow is a slam — watch for the ring.

The Deep (Firmament) is slower, larger, and its grip lasts longer.



THE HUSK

UNDERCROFT · CLOISTER · FIRMAMENT

Every second swing is a slam with reach, and the red ring on the floor shows you exactly where it will land.

The Emptied (Scriptorium) is a darker Husk with a wider slam.



THE SPIDER

UNDERCROFT · CLOISTER

Bites and backs off rather than standing in your face trading blows. Chase it, and it will choose where the fight happens.



DRY BONES

CLOISTER · SCRIPTORIUM · *Ezekiel 37:4*

“O ye dry bones, hear the word of the LORD.” Light does not wake it; it has no eyes to open. You can light a whole room of these and walk in thinking it is empty.

Ashen Bones (Undercroft, Cloister; *Ezekiel 37:7*) are bones that have not come together yet: smaller, paler, and just as deaf.

NON HOSTES,
SED CHORUS

*Not enemies, but
a choir. I do not
condemn, but
call.*

NOMEN NON
HABENT · FLOOR
THREE



THE UNCLEAN SPIRIT

CLOISTER · *Matthew 12:43*

“When the unclean spirit is gone out of a man, he walketh through dry places, seeking rest, and findeth none.” Strike it down and it goes out from you — and a few moments later comes back with seven others, somewhere you are not looking. Spare it and it does not. This is the whole game argued by one creature.

The Seven (Scriptorium) are what it becomes.



THE WANDERING STAR

CLOISTER · SCRIPTORIUM · *Jude 1:13*

The only creature that carries its own light, so the only one you will see coming. It keeps its distance and strikes from range; you have to close on it.



THE FOXES

CLOISTER · *Song of Songs 2:15*

“The little foxes, that spoil the vines.” They bite and break off. What they knock loose — your bells — they scatter on the floor behind you, recoverable if you can walk back for it while the room is still moving.



MOTH AND RUST

SCRIPTORIUM · *Matthew 6:19*

“Where moth and rust doth corrupt.” It does not want to kill you. It wants what you are carrying, and the bells it takes are destroyed rather than dropped.



LEGION

SCRIPTORIUM · FIRMAMENT · *Mark 5:9*

“My name is Legion: for we are many.” Strike it down and it does not die once — it comes apart into four of the Forgotten. Spare it, and it goes quietly.



THE DUST

SCRIPTORIUM · *Exodus 8:16*

“Smite the dust of the land.” The dust of the room it stands in, risen: fast, fragile, and never alone.

REQUIESCITE.
NON EST
VESTRUM
VIGILARE.

*Rest. It is not
yours to keep
watch. I will ring
the bell for you.*

OSSA QUIESCUNT
· FLOOR FOUR



THE LOCUST

FIRMAMENT · *Revelation 9:9*

"They had breastplates, as it were breastplates of iron." Kindle barely scratches it. A swarm of these has to be met with the blade.



THE DESTROYER

FIRMAMENT · *Exodus 12:23*

"And will not suffer the destroyer to come in unto your houses." Walls are not a plan. It comes straight at you through the stone.



THE ROARING LION

FIRMAMENT · *1 Peter 5:8*

"As a roaring lion, walketh about, seeking whom he may devour." It charges down a dashed line. Everything else on the floor forgets you when you rise at a bell. The Lion does not.



THE WATCHER

FIRMAMENT · *Daniel 4:13*

"A watcher and an holy one came down from heaven." Its damage is not the threat. While it can see you, everything on the floor near you is told where you are. It keeps its distance; deal with it first.



THE FALLEN WARDEN

EVERY FLOOR

The ones whose duty it was to ring. The last bell on each floor wakes one: heavy, patient, and every third blow is a wide slam. Below a third of its health it falters, and can be redeemed (page 12). Fall too often on its floor and it stops waiting for the bell.

NON SUM
MUNDUS,
SED NON SUM
CRUELIS

*I am not clean,
but I am not
cruel. Let that be
enough.*

SINE UMBRA ·
FLOOR
SEVENTEEN

THE SUMMIT AND THE DESCENT

At the top of the spire there is a small place to stand, open to the sky, and one bell half again the size of any below it. It is the bell that was never rung that night. Its Warden is still beside it — the one who was on duty — and it is stronger than any you have met.

Put your hand on the rope and it stands up. You will not ring that bell while it is still on its feet...

*"Not while it is still on its feet.
Unless you had something to ring."*



THE HOURS BEGIN AGAIN

When the last bell sounds, the game counts what you did: bells rung, mercy shown, things banished. It does not tell you which was right. Then it asks you to begin the descent.



THE WAY DOWN

The summit is not the finish. It is the turn. You walk back down the spire, all twenty floors of it, on the road you built on the way up.

- **It is lit.** Every floor you passed has three warm pools of light around its three bells, and a small standing light for everything you spared. A floor you were patient on reads as a road. A floor you rushed is three islands with the dark between them.
- **What is left is what you skipped.** What you banished stays gone. What you redeemed stands where you freed it. And what you never woke is still asleep — but on the way down, it has moved onto the path between the stairs.
- **Light is safety, and you made the light.** A sleeper near something you redeemed does not move and does not wake. Something is standing there keeping watch.

Mercy on the way up makes the way down easier. That is the whole of the design, and the whole of the story. The climb is over when you are home again at the Foot — not before.

QUOD LIGATUM
ERAT
SOLUTUM EST

*What was lost has
been found; what
was bound has
been loosed.*

HORA VENIT ·
FLOOR NINETEEN

COMPANIONS

Up to four pilgrims can climb one spire together. Choose **Companions** from the menu. One of you opens a game — with a password if you like — and the others join it from the list, or by typing its six-character code.

- **A separate pilgrim.** The first time, you make a companion pilgrim just for climbing together. Your own pilgrims are never touched by a shared climb.
- **The host's spire.** The player who opens the game runs the spire; everyone else sees the same one. If the host leaves, the climb ends — and the host can pick it up again later.
- **Needs the internet.** Companions meet through angelusgame.com, so everyone must be online. Climbing alone never needs a connection.

DEMO

Companions is part of the full game and is switched off in the demo.

The demo ends at the stair off the fourth floor with its own tally. From there you can return to the Foot, stay on the floor and keep exploring, or go and find the full game.



TWELVE THINGS THE KEEPER WILL NOT TELL YOU

1. Walk. Running is heard much further off.
2. Lauds first, if you are lost: the whole floor goes onto your map.
3. Ring Sext with something already chasing you; the note stops it.
4. Kill the Watcher, or spare it, before anything else on the floor.
5. A lit room is not an empty room. Dry Bones do not wake to light.
6. Spare the Unclean Spirit. You do not want to meet the seven.
7. Step out of the red ring. Not back from it — out of it.
8. Mercy is heard. Absolve the last thing in a room, not the first.
9. Save a Clapper for the bell nearest the biggest crowd.
10. Toll, then absolve: three seconds is a long time.
11. When a bell is in sight and your Grace is low, ring it. It refills you.
12. The Warden is not evil. It is ashamed. Stand still.

NON EGO SOLUS
ASCENDO,
NON EGO SOLUS
CANO

*I do not climb
alone; I do not
sing alone.*

VOX UNA ·
FLOOR EIGHTEEN

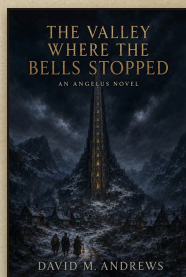
THE SCORE



Sixteen settings, sung in Latin, one for every floor of the spire that has one — and the Angelus theme, which plays over the title. In the game they come as an occasional third voice under the sound of the room.

To simply listen, open the book (**What is known**) and turn to *The songs*. Every setting is printed there in Latin with its meaning in English beside it, and you can switch the score on or off in play.

SETTING	IN ENGLISH	FLOOR
1 <i>Lumen fero solus</i>	I carry the light alone	1
2 <i>Aqua sub petra</i>	Water under the stone	2
3 <i>Nomen non habent</i>	They have no name	3
4 <i>Ossa quiescunt</i>	The bones rest	4
5 <i>Domus cantabat</i>	The house used to sing	6
6 <i>Manus ad funem</i>	Hands to the rope	7
7 <i>Quis nos vocat</i>	Who calls us?	8
8 <i>Silentium unius noctis</i>	The silence of one night	9
9 <i>Verba in pulvere</i>	Words in the dust	11
10 <i>Incendium</i>	Fire	12
11 <i>Quod non scripsimus</i>	What we did not write	13
12 <i>Manus tremens</i>	A trembling hand	14
13 <i>Aer tenuis</i>	Thin air	16
14 <i>Sine umbra</i>	Without a shadow	17
15 <i>Vox una</i>	One voice	18
16 <i>Hora venit</i>	The hour comes	19



THE NOVEL

The Valley Where the Bells Stopped, an Angelus novel by David M. Andrews. Three pilgrims climb the same spire, four hundred years apart, and only one of them knows what the silence is for.

ULTIMA
CAMPANA
SONAT.
PAX.

*The last bell
sounds. Peace.*

HORA VENIT ·
FLOOR NINETEEN

THOSE WHO RANG

CREDITS

WATCHFIRE GAMES

MAKING IT

Game design	Jake Edwards
Lead programming	Jake Edwards, Claude
Engine & rendering	Alexi Vasin, Claude
Level generation	Claude
Systems & balance	Claude, Jakub Nowak
Interface	Dimitri Pirogov

ART

Art direction	Jake Edwards
Creature design	Claude, Nikita Faber
Environment art	Donat Majewski, Jake Edwards
Stained glass	Sabrina Becker, OpenAI
Item & relic art	OpenAI / Reve
Wordmark	Canva, OpenAI

WRITING

Story	Jake Edwards, Christian Möller, Claude
In-game text	Jake Edwards, Claude

AUDIO

Sound design	Jake Edwards
Bell synthesis	Claude, OpenAI
Ambience	ElevenLabs, Suno
Score	Suno

OPENING FILM

Shots, motion, performance	Kling AI
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PLAYTESTING

Denise A. · Todd P. · Mark K. · Jeff R.

TYPE

Display	Cinzel
Body	Spectral

BUILT WITH

Claude · OpenAI · Google AI Studio · Qwen ·
DeepSeek · Kimi · Grok · z.ai · Kling · ElevenLabs ·
Hedra · RunwayML · Suno · Midjourney · Canva ·
Reve AI



Orabimus pro anima tua. — We will pray for your soul.

CANTATE
OMNES

*Sing, all of you.
Let those who fell
silent sing; let
those who forgot
remember.*

VOX UNA ·
FLOOR EIGHTEEN



THE ANGELUS

ANGELUS DOMINI NUNTIAVIT MARIAE

*The Angel of the Lord declared unto Mary,
ET CONCEPIT DE SPIRITU SANCTO
and she conceived of the Holy Spirit.*

ECCE ANCILLA DOMINI

*Behold the handmaid of the Lord;
FIAT MIHI SECUNDUM VERBUM TUUM
be it done unto me according to thy word.*

ET VERBUM CARO FACTUM EST

*And the Word was made flesh,
ET HABITAVIT IN NOBIS
and dwelt among us.*

THREE STROKES · THREE STROKES · THREE STROKES · THEN THE PEAL



ANGELUSGAME.COM

support@angelusgame.com

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