KAYDEN-GARTH

Instructions

History:

The planet Kayden Garth is an underwater world in the system of Beta Draconis. There, the sole, huge island of Munor serves as a prison for dangerous crimals of the Galactic Federation. An automatic surveillance station in orbit about Kayden Garth supervises the exiled criminals. On the 13th of February in the year 2465, an emergency call from the surveillance station reached the headquarters of the Federation, giving to understand that the station was being pulled towards the surface of the planet.

The headquarters then sent a special four-man unit disguised as exiles to infiltrate the colony. This unit has been commissioned to find out what has happened on Kayden Garth and then find a way of leaving the planet again.

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Loading the Game:

VERSION C64:
Place the diskette in the disk drive and enter: **LOAD ":*",8,1**
The game will load and start automatically.

VERSION AMIGA 500/1000/2000:
Instead of the work-bench diskette, insert the game diskette. The program will load and start automatically.

VERSION ATARI ST:
Place the game diskette in disk drive A and press the RESET key. The program will load and start automatically.

ASSEMBLING THE PARTY:
In order to fulfill the object of the game, you must lead a group of four through the game. This group is your **"party"**. After the game has been loaded, you have the choice of either assembling a new party or continuing the game with an old one. Should you choose the first option, the old party will be deleted from the diskette. There is already a prepared party on the game diskette for you to practice with. If you have decided to explore Munor with your own special unit, respond with **"Y"** to the question, **"NEW PARTY?"**. You will then have arrived at the character designer:
Here, you can assemble all four characters, one after the other. Each character is distinguished by six numerically rated traits:

– Strength   (physical strength)

– Hitpoints (vitality, the more you have, the better)

– Shield   (shield energy, the number of Hitpoints deducted during a battle depends on the strength of your shield)

– Laser   (laser power, gives the maximum number of damage points which can be deducted from an opponent)

– Exper   (experience points, which can only be won in battle – everyone starts with 10)

Note, that the values can be further influenced by occupation and race. Experiment with the traits and their ratings to suit your fancy, but remember that you can never have the highest values for all of them. If you are satisfied with the character traits and their values, enter **"Y"**; if not, press another key in order to receive new ones. You must then decide to which race the character will belong.
There are eight to choose from:

– Human   (Humans of the 25th Century, ie. Colonist Earthlings from Triza Senesa IV)

– Vulcan   (Humanoids of the planet Vulcan, whose most famous citizen is an actor in a popular TV series)

– Ghardan (Ghardans are predatory in nature and of unusual intelligence; they come from the planet Ghard in the Beta Primi system)

– Woroner (Woroners are cat-like and mortal enemies of the planet Flour-bag)

– Abornar   (Abornarians are well-known for their Abornarian Onion-Burgers and candied fish-eyes)

– Gryhn   (Gryhns are mutants who have a command of all known "magic spells". They live as a people without a planet of their own, since theirs was destroyed by a natural disaster)

– Sihbon   (Sihbonians are the fighters of the known universe. They are trained from birth on, and can reach an age of 250 years)

– Faranter   (Faranters, along with Gryhns, are able to tap higher sources of energy. They are distinguished by a great love for Art and Culture; besides this, their products are more popular than Ganavesian Onion-Doughnuts)

These are the main races of the Federation. Now you must select an appropriate occupation. Please note, that not every race is able, or allowed, to practice every profession:
– Soldier – Pilot – Technician – Scientist

– Doctor – Merchant – Cybernetic Engineer – Thief

On some planets (ie. Exzerra II or Alpha Centara), being a thief is a recognized occupation and is taught at academies. Now, you must enter a name for the character, which can be up to eight letters long. When all of the characters have been assembled, the data will be shown once more. You must confirm the data given by pressing the **"Y"** key. In the event that you still want to make some changes, press the **"N"** key and assemble a new party.

THE ABILITIES OF THE MUTANTS:
Only a very few of the races in the known universe are able to make use of higher forms of energy; among these are the Gryhns and the Faranters. There is a series of mutant code words which can prove useful when trying to accomplish the tasks you have been given:

Key		
A – Light	(5 PSIPOINTS; with this word you can, through depolarisation, make all the hydrogen atoms within a restricted area vibrate, and thus glow; useful in dungeons.)*	
B – Teleport	(7 PSIPOINTS; Teleport allows a four-dimensional journey within a dungeon; it is, however, not pre-set.)*	
C – Position	(6 PSIPOINTS; this code word can give a mutant its relative position within a dungeon, starting from the upper left corner in X-Y co-ordinates.)*	
D – Healing	(20 PSIPOINTS; Healing regenerates a character by 10–35 HITPOINTS through an indirect treatment of the cells. The number of the character must be entered before Healing can take place.)	
E – Fogforce	(10 PSIPOINTS; this term removes all fog-banks from a dungeon through an alteration of the atmospheric consistency.)*	
F – Fireneedle	(15 PSIPOINTS; Fireneedle effects an attack on an opponent's motor nervous system, causing a loss of a 3–9 points.)	
H – Shadowblade	(45 PSIPOINTS; with Shadowblade, the victim greatly weakened through a re-arrangement of all bodily cells; 15–50 points are deducted.)	

I
– Dungeon
Sight

(80 PSIPOINTS; this is the most powerful of all the mutant abilities, demanding incredible concentration; a weak image of the dungeon appears before the mutant's inner eye, – scanned and probed by the mutant's mind.)*

* = This code word can not be used during battle.

KEYBOARD SET-UP:

The following keys have been engaged (take care not to press the wrong key, as on old game score could be entered by mistake, for example, and everything which you had attained up to that point would be lost.):

The Upper World:

Key:

1,2,3,4	: shows the status of the respective characters with all of their values
S	: saves the scores

Shift

P	: loads the new party
N	: new game
O	: loads the old game
E	: enter a building or a house
C	: use of mutant capabilities (give code word)

Movement:

North
"@"

West "["   "]" East

"?"
South

The Underworld:

Key:

1,2,3,4	: shows the respective status of each figure with all of its values
U	: use an object
L	: use a lamp (in case available)
C	: use mutant capabilities

Movement:

Ahead
"@"

Turn left "["   "]" Turn right

(P)
Up a ladder, stairs
(.)
Down a ladder, stairs

Be aware, that there are numerous traps installed in the Underworld which will yet create quite a few problems for you. Some of the traps will cause your party to be catapulted to a different location.

Now that you are familiar with the character development, the capabilities of the mutants and the keyboard set-up, there is nothing to hinder you from exploring Munor with your special unit. Keep in mind, however, that you are only equipped with around 230 Credits (the galactic units of currency), and that you will need a CONSTANT supply of provisions. The upper world of Kayden Garth will be presented from a bird's-eye view. You will always be located in the middle of the map. You may not set foot in all areas, i.e. water and mountains; other areas, such as towns, can and should be investigated. The towns have many businesses and services to offer (i.e. arms supply stores and hospitals), which could be of help to you (if you have enough money). You may deposit your money at a bank; this would give you additional interest. This is particularly advisable, as the danger exists, that some money will be stolen from you. Furthermore, there are several gambling casinos in which one can play two games of chance. These games are very simple, but can also be very provitable.

Schwamf:

You must enter a number between 1 and 3. If the computer "rolls the dice" and gets the same number, you have won 20 Credits. If not, you have lost these Credits.

Pnunf:

Pnunf is al plagiarism of High-Low. In this game, Luzifer Minus (the operator of all the illegal casinos on Munor) "throws" a number between 1 and 31. You must guess, whether the second number to be thrown will be greater or smaller than the first. A correct answer wins you 5 Credits. If your guess was incorrect, a gleeful Luzifer Minus will now be 20 Credits richer. The direction indicator, at the top left, always points in the direction in which you are currently going; however, it functions only in dungeons. Below, you will see the money and rations readings. Keep in mind, that if you should have no more rations, vitality will be deducted from you (you will starve). A picture of the planet is located in the lower left; here, you can read the rhythm of day and night. The right side serves to indicate the most important values of your team. Beneath the action window, you will see the data window, which keeps you informed of all important facts. When you find and go down into a dungeon (take a look around, there is a good number of them), you will see it in 3-D perspecitve. Map out each dungeon, for it is said that there are some, in which one can easily get lost (naturally, you must first provide some light).

The Battle:

Since the rebellion, creatures from all different planets have been creeping around on Munor. Therefore, you will undoubtedly have to do battle with them, as only a few beings in the towns are kindly disposed towards you. Before an encounter escalates to a battle, you have the chance to flee. Keep in mind, however, that you can win experience and money only through battles. You might nonetheless be barred from an escape by your opponent. Before the battle itself, you may choose whether you want to observe the opponent or follow the course of the battle. Below the money and rations indicator, you will see the Strength and current Vitality of your enemy. You have three options to choose from, which you may use in the following ways:

1. Utter a corde word (Key **D, F, H**)

2. Attack (in which the extent of damage depends upon your equipment)

3. Flee (during a battle, one has only a small chance of fleeing, and the opponent may start an attack)

If you conquer the enemy, you will receive a reward in the form of Credits and Experience points (the stronger the opponent, the greater the reward).

On Kayden Garth, one can find life-forms of the most diverse planets and cultures. Here are some of the possible opponents:

Rambock:

A Rambock is a Sihbon who has broken the maxims of his race and become a criminal and killer. Rambocks became known on the planet Proxima Corea. The most famous Rambock is a certain Slynester Smashbone, who, like all other Rambocks, is characterized by great strength and vitality, but much less by intelligence.

Mad Nurse:

Mad Nurse are followers of the holy Nirvana; their favourite pastimes are cutting, injecting, sewing up, and operating on everything and everybody in sight. The carry a wide selection of scalpels, bone-saws and elephant-syringes around with them, which they skillfully employ against enemies (YOU too). Their most horrible weapon is a 70 cm long tetanus-syringe filled with hydrochlorid acid.

Finger:

Fingers are inhabitants of the planet Gamma Amiga. They are characterized by morbid fits of laughter and a tendency towards sadomasochism. Opponents are rattled through many different ways and means, and then killed from behind. Fingers have a passion for cruelty to animals, for German TV series and for early medieval love sonnets.

Sadaukar: The Sadaukarians (who appear mainly in combat groups), are humanoid and, like some humans, hire themselves out for money. Sadaukarians make mercenaries and killing-machines of the highest order, using the "hit-and-run" approach, which means that one is usually dead before one knows it. The Massacre of Atariensis is a memorable one, where five Sadaukarians held their ground against 174 enraged Grumbels, although they were equipped with only three mousetraps, 17 toothpicks and a Modern Madness tape cassette. You have been warned!

Hangman:
Many retired hangmen and executioners (capital punishment has not been abolished everywhere), decided to continue practicing their profession privately and for this reason, ended up on Munor. They see NO difference between you and a criminal! The most dangerous hangmen are those from Singularis Seganensis, who convey their victims from this life to the next by means of a portable microwave.

Skeletton:
Skelettons are pitiable creatures. They have about as much flesh on their bones as a nitensian Dwarf-fly. Skelettons have the great handicap, that they can already be heard at a distance of 100 metres because they constantly lose body-parts and have to painstakingly re-attach them. The best weapon to use against them is a bone-saw or a few splashes of Koksa Kola, which causes them to disintegrate into bonemeal.

Moloch: A Moloch is an inhabitant of the planet Geo Brutalis. They are harmless as long as they are sleeping or eating (which makes up 90% of their time), but beware, if they should be woken up or disturbed while dining! In event of the latter, they gain weight, puff themselves up, and jump on their victim with all of their stunning 17 tons. When you encounter a Moloch, you may as well get your coffin ready.

Gunner:
Gunner is a polite name for a species of trigger-happy and generally insane beings. They can be easily recognized: they have long, curly hair, cowboy boots and their favourite mode of transportation is a Banta 3XL. The elected Grand Gunner on Munor is a certain Ronnie Reaginski, who was chosen to be their president by an overwhelming majority.

Antman:
These life forms are classed as insect-like in nature. The Antmen inhabit the world of Termitaxis II and fight only in groups led by a female Antman. It is said, that they have X-ray vision; should you ever meet one and come under the mocking stare of its one eye. You will become all too aware of this. Antmen have such strong jaws, that they have no difficulties in biting through bone or even opening vacuum-sealed pickle jars. Tamed Antmen are popular above all with male and female homemakers alike as "living can-openers".

Broster:
Brosters are creatures who have a special preference for using weapons of centuries passed, i.e. two-handed swords and battle-axes. As primitive as these weapons may be, they are just as frightfully effective. The best weapons to use against such an opponent are heavy-duty lasers and Munchburgers of a well-known Scottish fast-food chain, for both will wipe the silly grin off of the Broster's face.

Gobbler:
These beings are known for their fanatical hatred for everything which does not slither around like a snake. Gobblers used to be peaceful creatures, but then they were made into belts, purses and slippers by human beings. Those who survived soon developed a hatred towards all humanoids. The pink-flecked, black Gobblers are especially dangerous, for they can spray out a highly toxic substance.

Gremlin:
When it comes to ugliness, Gremlins run neck-and-neck with the fingers. Their place of origin is uncertain; all we know, is that they love to hide in electric appliances or other highly sensitive machines and damage them badly with their sharp teeth. The greatest Gremlin-caused catastrophe took place during a naval parade in the year 2402, when some Gremlins sabotaged the engines of the spaceship "Ducksweat". The vessel made an ultra space-leap and was never seen or heard of again. Since then, the Galactic Navy has put out a hefty reward on each Gremlin's head.

Winchester:
Winchesters are robots who went berserk due to an assembly error and now shoot at everything which happens to cross their path. The series 800 is especially dangerous, for they have a built-in fire-arm which shoots 27 mm cheese-curd bullets. These robots are equipped with a live, biological brain and are therefore considered to be "living beings".

Karateka:
Karatekans are a faction of the Intergalactic Association for Defensive Combat Sports (in short, InAssDefComSpo). Karatekans employ the widest range of combatant sports, such as "Hoi-Hitzu" and "Hasqzuakqitzi", whose dangerous efficacy need not be further mentioned here. As a result of the metal masks which the Karatekans use to conceal their faces, they have been nicknamed "Tinheads".

Nosy:
These humanoid beings originate from the planet Pinocchina. One can identify them by their over-sized noses. Young specimens have a nose-length of between 20 to 30 centimetres, older Nosies can attain a nose-length of over 180 cms. The nose is also the most vulnerable spot which one should aim for during combat. It is thanks to the Nosies, that the sport of "long-distance nose-blowing" will be established as an event at the next Olympic Games.

Askrath:

Askrath's are extra-terrestrials from a yet undiscovered star system. These beings pose a fatal threat, for their brains are programmed to kill. They do not use any weapons aside from their 28 cm-long claws, which go through hardened titanium as if it were butter. Only a very capable, fully-equipped group can successfully defeat an Askrath.

Finsor:

You can find Finsors wherever there is water, for these are amphibious beings who can only exist in the vicinity of water. They are known for their wonderful water ballet, which they hold annually on their home-planet, Slimehole IV, in honour of the late tap-dancer, Astairian. During combat, Finsors fire slimeballs, which they manufacture in their fat heads and which stink so badly, that you can NEVER get rid of the smell.

Skull:

The Skull can be considered a relative of the Skeletton, although the Skull is more dangerous. Skulls come from the planet Bone VIII in the Bahr System. One of their most devilish weapons are their horns, but they also use conventional weapons, such as the Megazap rayblaster of the Mini-neutron detonator. It must be added, that the Skulls have replaced the terror-inspiring "Bogy man" in the hearths of little children, and can even terrify adults.

Rocky Horror:

The Rocky Horror originates from the Timewarp System and reminds the observer of an over-sized stone face (should you ever come face to face with Rocky Horror in real life, it will also be your last memory, for these beings have the pleasant habit of eating humans up). The older they get, the more senile they become. From the age of 300 years on, some Rocky Horrors begin to philosophize over heating bills, the love-life of skunks and over late Roman heraldry.

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