



THE
KOSHAN
CONSPIRACY

TECHNICAL
MANUAL

UBI SOFT



THE
KOSHAN
CONSPIRACY

**TECHNICAL
MANUAL**

DOCUMENT ID: [REDACTED]
CLASSIFICATION: [REDACTED]
DATE: [REDACTED]
AUTHOR: [REDACTED]



TECHNICAL
MANUAL

DOCUMENTATION

Text:	Hervé LANGE
Layout:	Michael FULLER
CAD:	Pierre BOUTAVANT
Illustrations:	Thomas FRISANO



TABLE OF CONTENTS

CHAPTER 1 - INTRODUCTION

- 1.1) The World of B.A.T.
- 1.2) The World of SHEDISHAN
- 1.3) Dynorama
- 1.4) Three Games in One

CHAPTER 2 - THE CREATION OF AN AGENT

- 2.1) Playing with an Agent
- 2.2) Creating your Agent
- 2.3) Training your Agent
- 2.4) Description of Agent Characteristics
- 2.5) Remarks Concerning Weapons
- ANNEX 1: Weapon Characteristics
- ANNEX 2: Protection Characteristics

CHAPTER 3 - GAMEPLAY

- 3.1) Overview
- 3.2) Dynamic Icons
- 3.3) The Main Menu
- 3.4) Object Management
- 3.5) Dialogue Windows
 - 3.5.1) Interpolation Window
 - 3.5.2) Commerce Window
 - 3.5.3) The Dialogue System
- 3.6) Group Management
- 3.7) Combat
 - 3.7.1) "Strategy" Type Combat
 - 3.7.2) "Action" Type Combat
 - 3.7.3) Gladiatorial Combat
- 3.8) Managing your Agent During the Game
- 3.9) Biogame Theory
- ANNEX 3: Table of Weight Measurements
- ANNEX 4: Table of Length Measurements
- ANNEX 5: Currency Table

CHAPTER 4 - B.O.B.

- 4.1) The "Characteristics" Function

- 4.2) The "Bio" Function
- 4.3) The "Implants" Function
- 4.4) The Programming Module
 - 4.4.1) The Editor
 - 4.4.2) The Compiler
 - 4.4.3) "Parallel Token" - Beginner Level
 - 4.4.3.1) General Functions
 - 4.4.3.2) Programming Rules
 - 4.4.3.3) Table of Instructions
 - 4.4.3.4) Step by Step Construction of a Program
 - 4.4.4) "Parallel Token" - Advanced Level
 - 4.4.4.1) Case of the Blocked Path
 - 4.4.4.2) Controlled Paths
 - 4.4.4.3) Conditional Instruction
 - 4.4.4.4) Loops
 - 4.4.4.5) The Trap Model
 - 4.4.5) Program Examples
- ANNEX 6: Compiling Rules for B.O.B.
- ANNEX 7: Examples of Advanced Programs

CHAPTER 5 - THE SIMULATORS

- 5.1) The Via-Express
- 5.2) The MOSQUITO Simulator
- 5.3) The KATATRUCK Simulator
- 5.4) The RAEDA V6 Simulator
- 5.5) The SERSHOYER Simulator

CHAPTER 6 - THE VIDEO ARCADE GAMES

- 6.1) QUATTRO
- 6.2) CHIDAM
- 6.3) TUBULAR

CHAPTER 7 - TECHNICAL ADVICE

- 7.1) Memory Allocation
- 7.2) Sound Cards
- ANNEX 8: Connectors for the MV-16 Sound Card

Two years of work were necessary to complete *The Koshan Conspiracy*, one of the most refined and perfected adventure games today.

We would like to express our thanks to all the gamers who purchased the first episode and wrote and told us what they thought of the game. As for the others, we hope to convince them of the merits of *The Koshan Conspiracy* so that they will follow us in this grand intergalactic saga.

Over the years, *The Koshan Conspiracy* has been enriched. Numerous improvements have been added so that the player can plunge easily into a universe five times larger than that of *B.A.T.* I while enjoying maximum technical comfort.

Today, we are happy to present *The Koshan Conspiracy* and we hope that it provides you with a maximum of playing satisfaction.

1.1) The World of B.A.T.

The Bureau of Astral Troubleshooters (B.A.T.) is an ultra-secret terrestrial organization of which you are an agent. The action takes place at the beginning of the XXII century. The Earth, devastated by diverse events, has formed a global government, the Confederation of Galaxies (C.O.G.), headed by nine sages. The known universe is strewn with worlds that lack any topological concentration, otherwise known as artificial black holes. These artificial black holes are used as a means of propulsion to make extremely long voyages quickly. In consequence, they have provoked a situation of uncontrollable political development of autonomous worlds.

Space colonization is currently taking place in the solar system, its outskirts (this is to say the systems situated at least twenty light years away, such as Alpha Century), and certain other worlds scattered throughout space that are colonized by millionaires (or

extraterrestrials!) and linked only by means of temporal bridges. To coordinate the actions of these different worlds, an organization was created: the Union of Worlds for the Regrouping. However, several imposing problems exist and the efforts of the U.W.R. are often quelled by the vetos of certain governments. The C.O.G. uses its personal action service, the B.A.T., to resolve these problems with the utmost discretion and secrecy.

As a B.A.T. agent, you will find yourself in several different worlds. You will meet strange and frightening people. You must complete perilous missions; but, you will always find yourself in a world that is coherent. Worlds of mystery and intrigue await you.

First, you will have to create your character. Do not take this step lightly — it will be this character that will evolve during the course of your adventures. For better or worse, your character is only a reflexion of you.

Your mission takes place in ROMA II, a metropolis on the planet SHEDISHAN. The architecture of this city is an astonishing mixture of human (in the style of Ancient Rome), and extra-terrestrial (the planet's first inhabitants) traditions. ROMA II is a perfect example of "High Tech Paradox" architecture.

1.2) The World of SHEDISHAN

The planet Shedishan (where you find yourself most of the time) is located in a solar system containing six planets. The only continent on Shedishan is Europa. Its equatorial plain is 12° to the north to that of Earth. It is thus not surprising that the south of Europa enjoys a tropical climate, while the rest of the continent remains under the influence of a continental climate.

Europa boasts several cities: Ulzis to the north, Robur and Tanis to the south, Vozor to the west... but let us concentrate on the largest of these metropolises: ROMA II, situated to the east.

ROMA II is composed of six sectors that are connected by "via-expresses" (suspended high-speed highways). The sixth sector, called "the City", is a complex of business offices. You can access this sector only by means of a flying taxi (simulator). While playing, you will discover many other places (such as a space station !!!).

Try to understand that this game is very vast. We recommend, from the outset of the game, to let yourself melt into the adventure rather than romp about recklessly. Often, aggressiveness is not the best solution.

In ROMA you will encounter three races of people: shedish, intelligent simians; ilyens, less-intelligent simians; and humans (known as "Romans").

Do not forget that the world in which you find yourself is very realistic. Feel free to have a drink to your health or to have fun in the video arcade room. As the adventure is not the only aspect of the game, you will rarely be prevented from doing what you want. Once you have completed a mission, you can always continue to play for further enjoyment.

1.3) Dynorama

So that the player feels unrestrained and can plunge into the world of The Koshan Conspiracy, we have developed a system where the graphic representation, player interaction, and the basics were totally rethought.

The game structure is based on a "distributed adventure". The player can arrive at the same solution by different paths. Consequently, the player will rarely find him or herself blocked during the course of the game. The adventure can be summed up as being a sort of "filum" composed of paths and junctions. The paths can be parallel or concurrent, and converge at certain junctions that, logically, will lead to the next part of the adventure.

A high quality system of interactive communication with the player has also been incorporated into the adventure. From a graphical point of view, we opted for a "free" screen where images come and go at will. The result is a representation that is completely graphical, giving the game a comic book feel and, at the same time, adding a bit of life to the adventure.

The interaction can also take place by means of the "dynamic icons". The icons necessitate the use of a mouse to move an image or to transform it when it is possible to do so (into a mouth to talk, into an arrow to move, etc.). Information is thus obtained directly,

without distracting from game play.

One of The Koshan Conspiracy's biggest innovations is the dynamic aspect of its images: it is now possible to scroll images in any direction, allowing you to discover new people and places...

The dynorama is furthermore enhanced by a new type of sound. Numerous sounds and sound effects have been integrated. Your ears have never had it so good...

1.4) Three Games in One

At the beginning of the game, you will have to present yourself at the 'Manoir de Mantoue' hotel in order to meet Sylvia Hadford, your contact on Shedishan. Sylvia will explain what you have to do to begin your adventure. Your mission is to gather enough property titles to claim ownership of the echiatone deposits (see the Scenario). This however, constitutes only the first part of the game. The two other parts of the game are, in fact, real adventures. Rest assured that if you have problems in one part of the game, you will not be penalized in the others. Magnificent images and text explain how to continue in your adventure (note that this is a significant improvement in the game).

You can either choose a predefined agent (click initially on the “game” menu with the right button, then on the left button), or create your own agent (choose the “creation” option and click on the left button). A menu of agents will appear at the beginning of the creation process and various options will let you either create an entirely new agent or play with an agent that was already created. A standard presentation screen will appear if no action is taken.

2.1) Playing with an Agent

To play with an agent, click on the name of the desired agent in the menu.

2.2) Creating your Agent

When you select the option “create an agent”, a new screen appears that presents several bar graphs (the agent’s characteristics), a description of the body selected, and a 3D model head that reflects the agent’s profile (overly large head for an intelligent agent; large jaw and high cheekbones for a strong agent; etc.).

The B.A.T. files contain a large data bank of agents. Find the one that you like the most. To do this, click directly on the bargraph at the desired level. Repeat this operation for each characteristic.

If you have no idea what (or whom) to choose, select the option “next”. This will display all the agents in the data bank on the screen one by one.

When you have found a body for your agent, select the option “ok”. A new screen will appear which will allow you to train and condition your agent.

2.3) Training your Agent

This phase allows you to hone your agent in certain, specific areas.

You have eight weeks at your disposal for this training. You must divide the time up for various types of training:

- **“Physical”** training: this will augment the strength and vitality of your agent.
- **“Intellectual”** training: intensive training in this area will give your agent a better understanding of languages, the ability to speak languages better, and various scientific competences. This training will augment the intellectual capacities and the charisma of your agent.
- **“Sensory”** training: complete control of the senses is indispensable for all B.A.T. agents. Training in this discipline will improve the reflexes and perception of your agent.
- **“Psychological”** training: this type of training will allow your agent to more judiciously manipulate other people and to better integrate himself in various situations and places. This training will also increase your agent’s charisma.
- **“Self control”**: this training increases your agent’s capacity to control his actions, and to better know his limitations. A minimal amount of training is necessary to tap all the potential of the B.O.B.. Reflexes and vitality are also favorably influenced by this training.
- **“Weapons”** training: during this phase of training, your agent will be trained in all methods of combat (firearms, self-defense, etc.), thereby improving his aptitude for shooting instinctively and shooting precision.
- **“Survival”** training: this training improves your agent’s resistance to hostile environments. The general constitution, strength, and vitality of your agent will also improve with this training.

To train your agent in a specific area, click on the “+” key, located to the right of the name of the training. The number next to the key will increase by one unit. Click on the “-” key, located to the left of

the name of the training, to decrease the amount of training in this area.

When your eight weeks are allocated, click on the "ok" key: a new screen will appear showing your agent's new characteristics after his training is finished. You will also be able to enter his code name here with the keyboard.

If your agent is satisfactory, select the "ok" option. This will save your character on the disk. Otherwise, click on the "cancel" option to return to the beginning of the creation process ...

2.4) Description of Agent Characteristics

These numbers describe your agent. They range from 0 to 100% (do not hope to have more during creation), but can pass the maximum during the course of the game (your agent will then have super powers).

The following list describes the various characteristics:

- **Strength:** this characteristic reflects the physical potential of your agent. The value determined during creation corresponds to the maximum possible value for your agent's strength (except in special situations), when in good physical condition. A minimum of 70% is recommended.
- **Intelligence:** this characteristic reflects your agent's mental capacities. Intelligence enables your agent to solve complex problems, or, for example, to "take the upper hand" during a conversation with another character having weaker mental facilities. A genius is defined as having a value of 100 for intelligence, whereas having a value of 0 would be fatal (brain dead).
- **Charisma:** charisma is your agent's ability to be attractive, whether that be physically or mentally in nature. This characteristic can be very useful during a negotiation or even a friendly chat. The maximum will give your agent a hypnotic effect on others while the minimum will render him or her invisible to other characters.

- 2
- **Perception:** perception is the development of your agent's 5 senses (sight, taste, touch, hearing, smell). A good level of perception will eliminate the element of surprise (this is to say that your agent will be able to anticipate an attack or to rapidly detect a deadly poison). With a value superior to 90%, your agent will be very perceptive: he will rarely be taken by surprise. On the other hand, with a low level of perception, your character will suffer from a sensory deficiency (blindness, deafness...).
 - **Vitality:** vitality encompasses willpower also. It is a potential energy that represents both liveliness and the ability to intervene quickly in a situation. A slothful being has very little vitality while a lively, or very nervous, being possesses a large amount of vitality.
 - **Reflexes:** this characteristic measures your agent's capacity to react instinctively when faced with new situations. This competence is very useful during combat: with only a small amount of this competence, your agent will react much too slowly. On the other hand, with a high level of this characteristic, even the Killers of the Koshan will not be able to surprise your agent.

The following characteristics cannot be modified in the creation phase:

- **Experience:** expressed in percentage, it represents your agent's ability to use his knowledge to his advantage. This ability will improve during the course of the game, but could decrease if your agent reacts too often without thinking.
- **Life percentage:** represents your agent's general state. It can range from 0 to 100%, which is to say from death to perfect health.
- **Progression:** this new characteristic indicates whether the actions taken by your agent will help resolve the adventure or not. At the beginning of the game the progression value is 0%. If your agent succeeds in his mission, the progression is 100%.

2.5) Remarks Concerning Weapons

Weapons and protections alike have characteristics that are rated on a scale from 0 to 9. The coefficient of perforation (Cp) of a weapon contrasts with the coefficient of equipment (Ce) of a protection.

A "Cp" of 9, for example, will pierce an armor of 7 (causing, on average, 2 points of damage), while a "Cp" of 6 will not pierce a protection having a "Ce" of 9 (there will not be any damage), but the protection's "Ce" will decrease by 1 point.

For a protection to be valid during a combat, it must be placed somewhere on the body of your agent.

The "Ce"s on the body of your agent are cumulative (a "Ce" of 9 and a "Ce" of 6 will give your agent a "Ce" of 15!).

ANNEX 1 : Weapon Characteristics

The following is a list of the principal weapons that you can find in ROMA II:

- **Voktrasof:** a light, pen-like, weapon which can be carried in a pocket. Not very powerful, but easy to conceal.
- **Beckmann:** a classic photonic beam weapon, having average power and weighing around 2 kg.
- **Haas 10:** a mini pistol-shaped missile launcher.
- **Gladius:** a light, cylindrical, hand held weapon that emits small photonic beams. It serves primarily as a self defense weapon, but can be very useful in desperate situations. ROMA II's prison guards carry weapons, called pain probes, that resemble a Gladius.
- **Pilum Laser:** a sort of laser-launcher: not very practical, but rather powerful. These weapons are used primarily by the cataphractaires of the Via (Via-Express police). They can control, at a distance, any would-be ruffian.
- **ASOA 50:** The ASOA system (Automatic Shot by Optical Adjustment) is made up of two parts, both of which are located on the handle. The first part is an aiming device that fixes a laser beam on a target. The second part of the weapon ejects a "quadrillage" laser when the trigger is pulled. This laser is designed to empresson or kill the aggressor. Also known as a "sling shot laser", this weapon is the favorite of the Roman police.
- **Plasmatron:** an extremely powerful and reliable pistol.
- **Laskolt 45:** run of the mill laser pistol. The successor to the Beckmann, it is the weapon of choice for thugs.
- **Hasta 2000:** a hand held sonic cannon. Can be carried in one hand (contrary to the Moz of B.A.T. I — but is a little less powerful).
- **Hasta 1000:** the model just beneath the Hasta 2000.

Name	Coeff. Perfor.	Maximum Range	Cartridge	Price
VOKTRASOF	4	80	LP-12	150
BECKMANN	5	100	LP-57	390
HAAS 10	5	130	N-29	560
GLADIUS	3	70	LP-02	100
PILUM LASER	8	180	LP-110	800
ASOA 50	9	250	FILLUM 12	1300
PLASMATRON	9	90	PLAS-1	1200
LASKOLT 45	6	140	LP-45	400
HASTA 2000	7	220	K2	600
HASTA 1000	5	110	K1	400

2 ANNEX 2 : Protection Characteristics

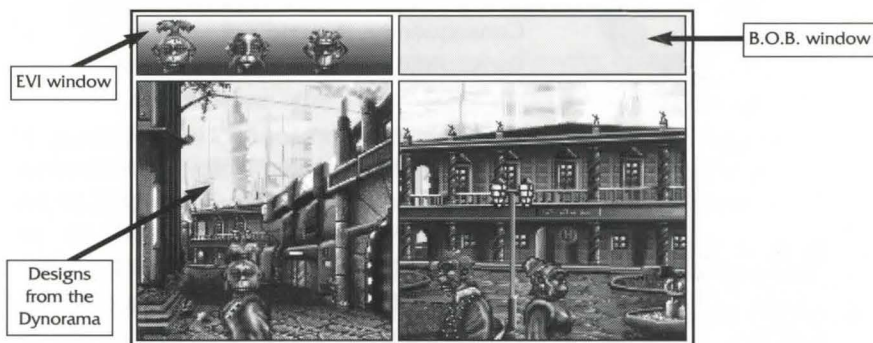
The following is a list of the different types of armor that you can find in ROMA II:

- **Force field:** small batteries that emit a protection field around the operator.
- **“Deflector” armor:** deflects all conventional ray beams. Grouping together different types of “deflectors” will augment the armour’s impermeability against attacks.
- **Prism armor:** a focalising abdominal deflector (it absorbs the energy of the intercepted beam and redirects it in a direction normal to that of the armor’s prism).
- **Ionic scutum:** a shield that emits ionic pulses that disperse the energy of a ray beam across its surface.

Name	Coeff. Equipement	Price
FORCE FIELD 6	6	600
FORCE FIELD 8	8	800
FORCE FIELD 9	9	900
DEFLECTOR VEST 1	4	400
DEFLECTOR VEST 2	5	500
DEFLECTOR HELMET	4	300
DEFLECTOR COUDIERES	3	200
DEFLECTOR LEGGINGS	2	150
PRISM ARMOUR	7	650
IONIC SCUTUM	9	850

3.1) Overview

The screen is divided into three parts:



The largest part of the screen is composed of designs from the dynorama. The upper left of the screen displays the faces of the people who are currently accompanying your agent (the “EVI window”). The upper right of the screen represents the B.O.B. screen (see chapter 4) where the results of B.O.B.’s calculations are shown (the “B.O.B. window”).

3.2) Dynamic Icons

When you move the mouse on the screen, it transforms itself into a “dynamic icon”.

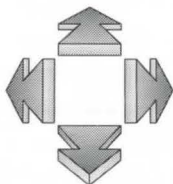
In general, to free up the mouse, press the right button. You can then move the mouse anywhere on the screen. Click on the left button while in the EVI window to access the group functions (see 3.6) or on the B.O.B. window to access B.O.B. (see 4).

3

The different dynamic icons are:



a) **The B.A.T. symbol (falcon eye):** this icon tells you that there is nothing in this part of the design. By clicking on the left button, you can access the main menu (see 3.3).



b) **Directions:** this icon indicates the direction that you can take. Validate by pressing the left button. Note: the directions are given relative to the design in which you find yourself. Consequently, they do not necessarily correspond to the cardinal points on a compass.



c) **Dialogue:** this icon appears when you can talk with another character. Note: characters move about freely on the screen. If you click on the left button when a character is active, you will activate the interpolation menu (see 3.5.1).



d) **Use a service:** this icon allows you to access the "commerce" menu by clicking on the left button. The menu allows you to speak with another character (see 3.5.3) or to use a service (eg. make an appointment, receive medical attention, negotiate (see 3.5.2)).



e) **Use a machine:** pilot a vehicle (see 5.2 - 5.5), use a videophone, etc...



f) **Via-Express:** this icon appears when you take a direction that leads you towards a via-express simulator (see 5.1). Access it by clicking on the left mouse button.



g) **Hourglass:** this icon alerts you when you are in a situation where the action is not interactive. You can, therefore, do nothing at this time.



h) Question Mark: this icon signifies that you are missing something (an object, an action...) that you need in order to access the corresponding direction. Even distributed adventures require certain obligatory points of passage.



i) Finger: this icon appears when you are using B.O.B. (see 4).

3.3) The Main Menu

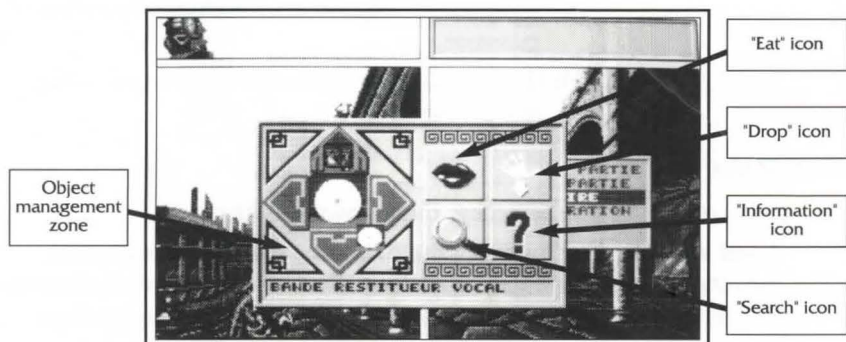
This menu gives you to access the following options:

- **Load a game:** after inserting the data disk, a menu appears that lists the names of the games that were previously saved. Select the desired game by clicking on its name with the left mouse button.
- **Save a game:** Enter a name with the keyboard and insert your data disk to save a game.
- **Inventory:** allows you to access the objects window (see 3.4).
- **Configuration:** this option allows you to access the configuration window. Several choices are available that allow you to personalize the game such as:
 - the type of sonic ambiance (music, sound effects, or both).
 - the type of sound output (see 7.2).
 - the type of combat: action or strategy.
 - the game mode for quattro: X or XY (see 6.1).
 - the type of keyboard (QWERTY, AZERTY, or QWERTZ).
- **Sleep:** click again to wake your agent up (your agent will wake up automatically when he is no longer tired).
- **Pause:** click to cancel the pause.

Note: objects that you possess, and that you can use (such as a videophone), will appear in this menu. Click on an object to use it.

3.4) Object Management

Everything that concerns objects is grouped into one window. This window is composed of a management zone and four icons.



Objects are managed by assigning a hierarchical order to them.

Take a loaded weapon as an example. Designate the weapon as the “father” and the charge as the “son”. To access the son, click on the down arrow (after scrolling, the son appears and the father is displayed in miniature in the up arrow). To see other sons, click on the left and right arrows. To see the father object of a son object, click on the up arrow. If one of these actions is not possible, the arrow will be grey (eg. if the father does not have a son, the bottom arrow will be grey).

In your inventory, the first father is your agent’s body and the son will thus be his hands and B.O.B.. The most immediate use for this type of management is the calculation of reflex time during combat. If a weapon is in your agent’s hand, he will be able to fire on the spot. If, however, it is on the bottom of one of his sacks, there will be a lot of time wasted in looking for it...

You can relocate objects in the hierarchy (eg. take a weapon out of your agent’s sack and put it in his hand). Find the desired object and click on it with the left button (the mouse becomes a reduction of the object). Move down the hierarchy and click again on the desired father object. The object will be immediately inserted.

Note: not all objects can be relocated (your agent’s hands, B.O.B., a

son cannot become the father of his own father...). Note also that there are parametrical limits such as weight and volume: too many objects will tear a sack...

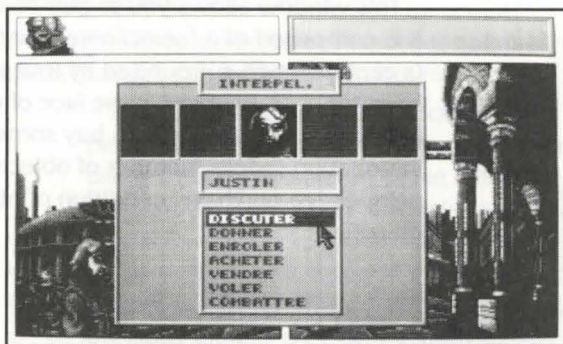
To select an object (by clicking on its image, the mouse becomes a reduction of the object) you can use the icons in the inventory window. The upper left icon is used to eat or drink, the upper right icon allows you to drop an object. The lower left icon allows you to search for something (if an object is found, the mouse becomes a reduction of the object — all that remains for you to do is to put it somewhere) and the icon to the lower right allows you to receive information (all objects sold are not new or in perfect condition: *caveat emptor!*).

3.5) Dialogue Windows

These windows help simplify available commands. Graphical in nature, they will guide you through the various menus...

3.5.1) Interpolation Window

This window is composed of rectangles where the heads of characters who are talking to your agent are displayed. A rectangle becomes red when you click on a character (the character becomes “active”). The character’s name will appear below the row of portraits.



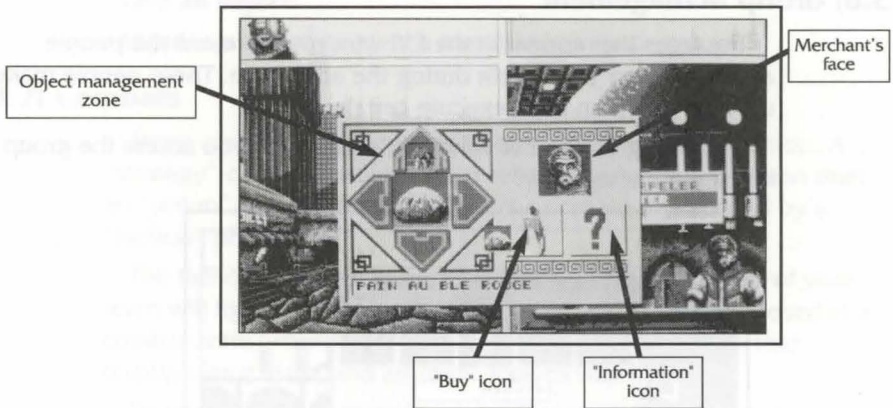
This window also contains a menu that allows you to execute the following different actions with other characters:

- **Talk** (see 3.5.3)
- **Give**: to give an object to the active character, select the object when your inventory window appears and place it on the “drop” icon.
- **Recruit**: try to get another character to join your group.
- **Buy**: (see 3.5.2).
- **Sell**: procede as above for “give”. The character will then propose a price followed by the options “yes” and “no”. Choose the desired response.
- **Steal**: when a window such as the “commerce” window appears, the “buy” icon will be replaced by a “steal” icon. Choose the object that you wish to steal and drag it to the icon. If the theft is successful, your inventory window will appear and your mouse will be a reduction of the stolen object.
- **Fight**: you engage in combat according to the mode chosen in the configuration window.

3.5.2) Commerce Window

This window allows you to buy objects from merchants. It is composed of a “selection of the desired object” zone (a central image surrounded by four arrows as for the inventory). To the right is the face of the merchant and two icons that allow you to buy something or to receive information (prices, number of objects contained in a prospective purchase, condition of object) about the object.

When you have found an object that you want to buy, click, using the four arrows, on the image of the object (the mouse becomes a reduction of the object) and drag it on the desired icon. The "buy" icon will open a dialogue balloon (which will represent the merchant speaking) that will show you the price and two options: "yes" and "no". "Yes" means you will buy and "no" means you will not buy.



3.5.3) The Dialogue System

The system chosen (subject/response) opens a menu of subjects that you can select as you desire.

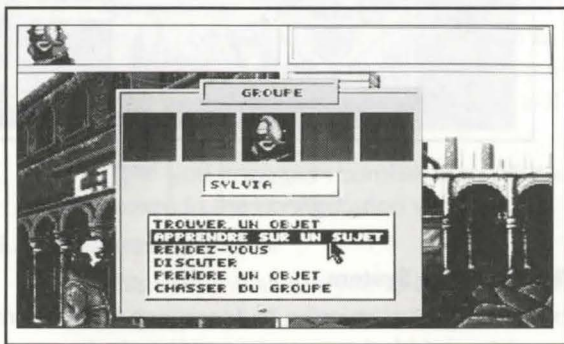
First, choose a subject by clicking on it. The person with whom you speak will respond by using a dialogue balloon. These dialogue balloons are composed of words in black and words in red. The red words allow you to lead a discussion towards a specific subject. To choose a subject, click on the word in red. To return to a previous phrase, click on the right button of the mouse.

The information furnished by other characters during discussions can enrich your dialogue menu and your possibilities for questioning. You will see that numerous responses are possible and that conversations can last a long time. Do not hesitate to ask questions — even about Shedishan or the adventure.

3.6) Group Management

The faces that appear in the EVI window represent the people accompanying your agent during the adventure. These people make up your group and can execute certain orders.

By clicking on the EVI window (left button), you access the group management window.



This window is composed of five frames where up to five characters can be displayed. These are the people that make up your group. Faces that are grey are those that are “on mission” (which means that they are far away).

Select one of the characters by clicking on a face with the left button, in order to tell him or her what to do. If a face is grey, you pass directly into “videophone” mode (provided that your agent and the other character both have one).

The orders possible are:

- **Find an object:** follow up by selecting the object that the character must find.

- **Learn about a subject:** follow up by selecting the subject that the character must learn (see 3.5.3).
- **Make a rendez-vous:** follow up by selecting the place for the appointment.
- **Talk:** enter directly into conversation (see 3.5.3).
- **Take an object:** pass to the inventory of the character. Select the desired object and click on the left icon.
- **Give an object:**
- **Expulse a member:** eject a member from your group.

3.7) Combats

There are two possible types of combat: strategy and action. A “strategy” combat requires fewer reflexes and more reflection than an “action” combat. In both cases, the combat is preceded by a “tactical” phase.

The tactical phase allows you to decide which members of your team will fight which enemies. The screen display is composed of a combat zone (where the attackers are displayed), a zone that displays your team, and an “exit” icon to start combat.

To select the team member that will go into combat, click on his head and then click in the frame where you want to place him (his head will then appear in the frame). When the mouse points to the extremity of an arrow that moves freely, click on the head of an enemy so he can know his objective. Up to three team members can be placed in the combat zone, but remember to think about your reserves...

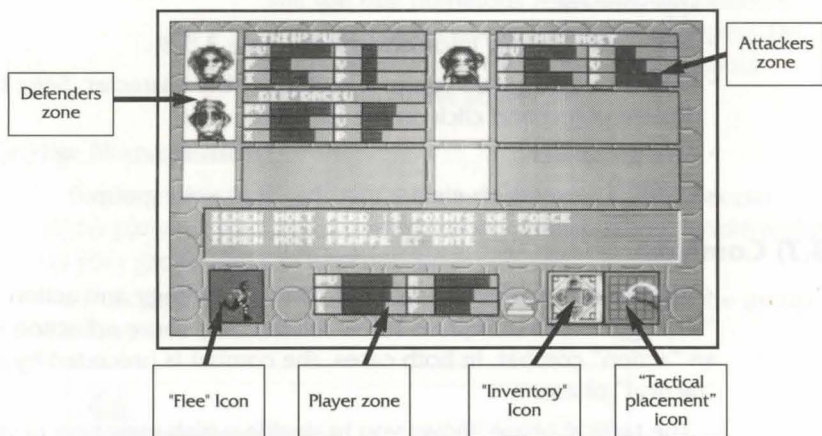
Do not put characters carrying short range weapons too far away from their objective: they will not be able to hit their targets if they are too far away. Click on “exit” when the tactical disposition is to your satisfaction.

Notes:

- If you do not have a weapon, the combat will be “strategic” in nature, but will take place as a fist fight.
- Only protections placed on the body of a team member will be used.

3.7.1) "Strategy" Type Combat

The screen is composed of a display zone for your team (left) and for the attackers (right).



Each character sees their face and their characteristics displayed (life, strength, intelligence, reflexes, vitality, and perception points).

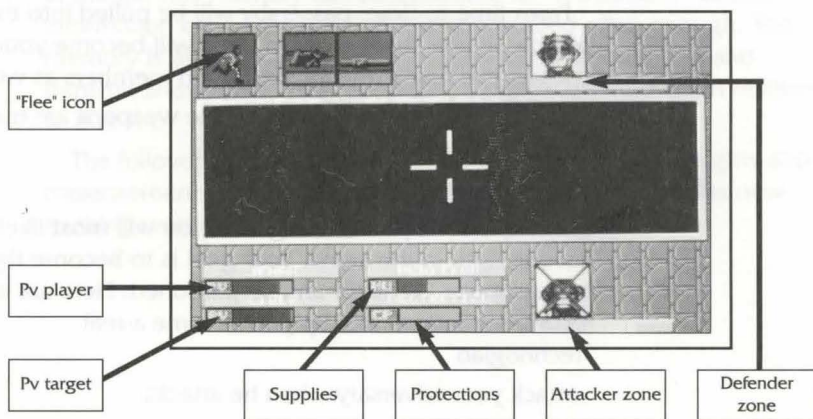
Your agent's characteristics are displayed on the bottom of the screen. There are also icons available that allow you to flee (on the left), to return to your inventory (to connect a new force field, or to choose a new weapon), and to return to the tactical phase (to reposition your team members or to call your reserves into combat).

Combat takes place by way of text (attacks, counter attacks, etc...), but do not let yourself be taken by surprise.

Note: dead characters are marked with a red cross during the combat and will disappear completely when you return to the tactical phase.

3.7.2) "Action" Type Combat

The screen is composed of a central zone that represents the combat zone (the crosshairs of your weapon are located in the center).



The icon in the upper left of the screen allows you to flee. Next to this icon are your weapons (to select) and to the right are the faces of your team members. The following is displayed below the combat zone: the faces of your enemies (to the right), your available supplies and the condition of your protection (in the center), and your life points and those of the person targeted by the screen (to the left).

During combat, optical implants become active (giving you infra-red vision in the combat zone). Anything that is living is displayed in red (heat) while all inanimate objects are displayed in blue (the absence of heat).

Click on the right mouse button to choose a new weapon. Click on the right button again to return to combat mode. During combat mode, moving the mouse in any direction will cause the combat zone to scroll revealing any new aggressors.

The arrows on the crosshairs indicate the location of aggressors. Click on the left button to fire. The characters on the screen can also be allies. Allies are displayed on the screen surrounded by a rectangle: pay close attention!

From time to time, passersby will be pulled into the combat. If you shoot at them, they will become your enemy (this holds true for your team members as well).

Note: dead characters and unusable weapons are marked with a red cross.

3.7.3) Gladiatorial Combat

In the second part of the game, you will most likely have to fight in the arena. Your goal is to become the most popular Gladiator and be pardoned. Here are some recommendations to help you become a real “technoglad”:

- attack your adversary when he attacks.
- try to block and then counter attack as often as possible.

3.8) Managing your Agent During the Game

To keep your adventure moving along, we strongly recommend that you take care of your agent. You should try to maintain your agent within his limits (use B.O.B. to help you). If your agent has deficiencies, he will become very weak, have blurry vision (the designs will appear blurry) and finish by dying (this will, of course, take a while!).

In the same way, if you overfeed your agent, he will become sick, which is not good for the mission. Note also that the alcohol level in the blood is monitored. If your agent drinks too much, he will become sick. Watch out for the Mussique wine!

We recommend that you do not allow your agent to sleep anywhere. There are many very comfortable hotels in Roma. This will avoid his being robbed while sleeping.

3.9) Biogame Theory

The Koshan Conspiracy can be described as a “life simulator”.

Every character is treated independently: they have a job, a residence, etc. They also have their own morphology and their own memory (a new dimension for a video game). Every EVI, as we call them, has his or her own memory and thus knows a certain number of things. This memory can be described as “refreshable” because information can be forgotten if it is not recalled often enough. This memory is also dynamic: characters exchange information and transmit knowledge. This represents a significant innovation relative to B.A.T. I.

The following tables will familiarize you with various weights and measurements used on Shedishan and help you cope in this new, exciting world.

ANNEX 3: Table of Weight Measurements

	Name		eq. grams
sub- divisions	UNCIA (ounce)	= 1/2 pound	27,25 gr
	SEXTANS	= 2 ounces	
	QUADRANS	= 3 ,,	
	TRIENS	= 4 ,,	
	QUINCUX	= 5 ,,	
	SEMIS	= 6 ,,	163,50 gr
	SEPTUNX	= 7 ,,	
	BES	= 8 ,,	
	DODRANS	= 9 ,,	
	DEXTANS	= 10 ,,	
	DEUNX	= 11 ,,	
unit	LIBRA (pound)	= 12 ounces	327,00 gr
multiple	AZMAHAN	= 1000 lbs	327,00 Kg

ANNEX 4 : Table of Length Measurements

	Name	eq. metres
sub-divisions	DIGITUS (inch)	0,0184 m
	PALMUS (palm) = 4 inches	0,0736 m
unit	PES (foot) = 4 palms	0,2944 m
multiples	PALMIPES = 20 inches	0,3680 m
	CUBITUS = 24 inches	0,4416 m
	GRADIUS (degree) = 2 feet + 2 palms	0,736 m
	PASSUS (step) = 5 feet	1,472 m
	MILIA PASSUUM (mile) = 1000 steps	1472 m

ANNEX 5 : Currency Table

Name	Value
AS (bronze)	= 100 credits
NUMMUS (brass)	= 4 as
DENARIUS (silver)	= 4 nummi
AUREUS (gold)	= 25 deniers



ANNEX 4 : Table of Length Measurement

Item	Measurement	Unit
1
2
3
4
5
6
7
8
9
10

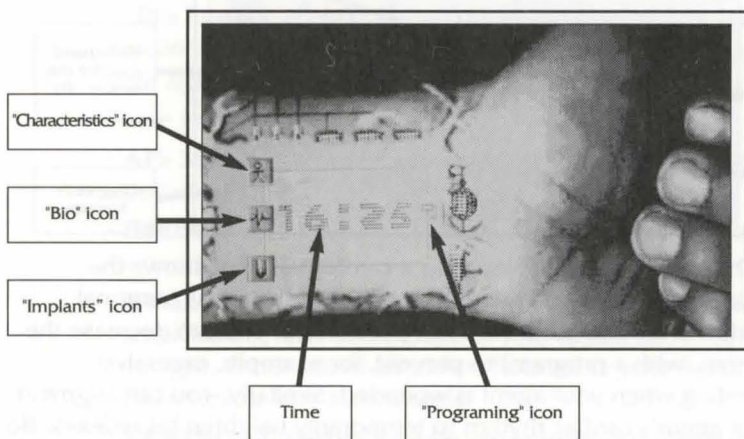
ANNEX 5 : Currency Table

Item	Measurement	Unit
1
2
3
4
5
6
7
8
9
10

Your agent possesses, as does every B.A.T. agent, a Bidirectional Organic Bioputer (B.O.B.) in his left arm.

B.O.B. analyses (in real time) your agent's organism by monitoring several implants in your agent's body and by controlling his blood flow. B.O.B. is not a gadget: it is a tool that will help your agent and can even save his life. Even if you decide not to tap all of B.O.B.'s potential (by using the advanced programming module — and it is not necessary to do so to complete a mission), we recommend, nonetheless, that you try to take advantage of the extraordinary power that B.O.B. can afford you.

To access B.O.B., click on the right mouse button to free up the mouse, and then click on the B.O.B. window in the upper right of the screen with the left mouse button. Your agent's arm will then appear with a main menu.



To return to the game, click on the right button while you are in the main B.O.B. menu.

The four icons are the means of access to the four principal functions of B.O.B. (characteristics, Bio, implants, programming module). Click on an icon with the left button to access it.

The current time is displayed in the center of B.O.B.

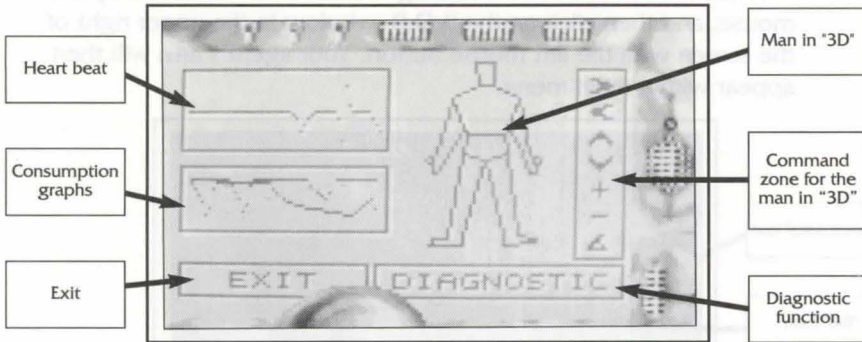
4.1) The “Characteristics” Function

This function summarizes the general state of your agent’s characteristics (strength, intelligence, vitality, reflexes, perception, charisma). Weak characteristics will flash in red. Your agent’s experience and progression (see 2.4) are also displayed.

Click on “exit” to leave this screen.

4.2) The “Bio” Function

This screen displays your agent’s heart beat, a graph showing his consumption levels, a representation of the impacts he has received, and access to a “diagnostic” program.



The heart beat is displayed as a cardiogram that shows the dillatory and contractory movements of the arteries. A normal rhythm is around 60 to 70 beats per minute. You can decrease the rhythm (with a program) to prevent, for example, excessive bleeding when your agent is wounded. Similarly, you can augment your agent’s cardiac rhythm to temporarily heighten his reflexes. Be careful, however, not to overstress your agent...

The consumption graph (below the cardiac rhythm display) summarizes the caloric and water intake of your agent and the

amount of sleep he has received. The red curve indicates the caloric level, the green curve indicates the level of corporal hydration, and the blue curve indicates the amount of sleep needed by your agent. You should try to maintain the curves in the center of the graph.

Any impact received by your agent will be displayed on the rotating man displayed in 3D. Impacts are displayed in red on the body. You can enlarge, reduce, or immobilize the body of the man in 3D by clicking on the command to the right.

Note: an impact signifies that your agent is bleeding, consequently, medical attention should be sought immediately...

The dianostic program is accessed by means of the diagnostic key. This diagnostic function is a real "expert system" micro-program. A screen summarizing the health of your agent will appear. The screen displays the temperature, blood pressure (if your agent is sick!), and, most importantly, a summary of the general condition of your agent (from normal to critical), that displays in red what your agent needs to do most urgently (drink, sleep, seek care, etc...).

4.3) The "Implants" Function

This function allows you to control the five implants (cybernetic functions that improve your agent's abilities) located in the body of your agent.

These implants are:

- **ATS 34** (anti-sleep S1): allows your agent to stay awake for long periods of time.
- **FIBRINE** (healing agent S2): fibrine allows your agent to heal small wounds very rapidly.
- **HYPERCEP** (hyper-perception S3): this implant activates a light-amplificating filter in the pupil of your agent, allowing him to see at night. Other sound amplifiers (located in your agent's ears) will allow him to hear faint sounds.
- **MORPHO L7** (deformant S4): this implant activates mocrosacks on the face of your agent, rendering him unrecognizable. He will move about unnoticed for a while...

- **PSY** (extra-sensorial S5): this implant allows your agent to have premonitions of imminent dangers. These premonitions manifest themselves as “red flashes”.

Important notes:

- The activation of these implants consumes large quantities of vital energy. You must not over use them or your agent will fatigue and wind up being easy prey.
- These implants have a memory. If you activate an implant several times, it will remain activated for several hours!!!

4.4) The Programming Module

In conjunction with the functions of B.O.B., you have at your disposal an editor that allows you to write programs. You will be able to automate many activities in your agent’s life. The language you program with is called “Parallel Token” and is entirely graphical in nature (only icons are used). “Parallel” because it allows you to create several completely independent programs and execute them at the same time (in parallel). “Token” because its execution module injects self-reproducing tokens into the program that activate (or deactivate) various functions. As the tokens can reproduce themselves, the parallelism exists not only at the program level, but also at the level of the paths within a program.

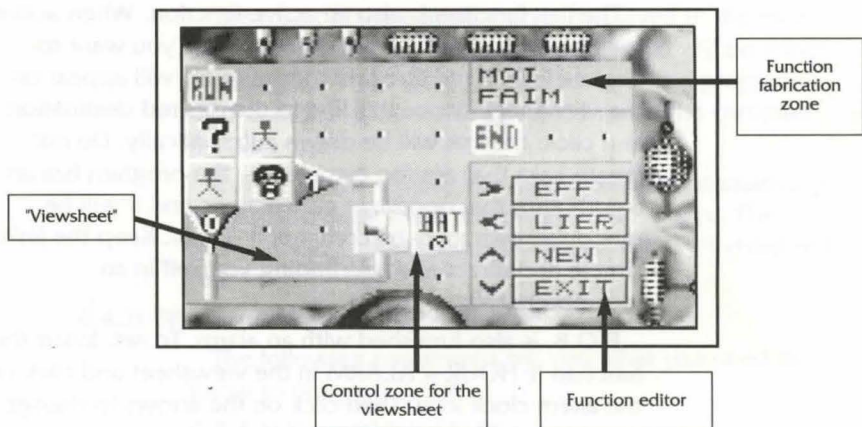
To program, you have at your disposal a 18 x 12 block worksheet. Each block can contain function icons. This worksheet represents your programming area.

Notes:

- Creating “parallel” programs reduces vital energy consumption.
- You can have up to five programs running in tandem.

4.4.1) The Editor

The editor comprises of three major areas.



The left half of the B.O.B. screen is a 5 x5 grid section of the programming worksheet. This grid section is called the "viewsheet". You can move it around the programming worksheet by using the directional arrows located to the right of the grid.

The upper right of the screen is the function fabrication zone (ZFI). The upper two lines display the name of the instruction just completed. The three blocks below are the three active parts of the instruction (the active function is the one that you insert in the viewsheet). By clicking on one of them, you will scroll the other parameters.

The first parameter is the type of function (state, do, if). The two others are the parameters of the instruction.

The four keys that allow you to erase an instruction, to link instructions together in the viewsheet ("link" key), to completely erase the programming worksheet ("new" key), or to return to the main menu and, consequently, start a compilation are located on the lower right of the screen.

The "erase" function is "active" when you click on it (click on it again to de-activate it). When active, you can erase as many instructions as you want.

The link function is also an active function. When active, click on the spot of the viewsheet where you want to begin a link. A red line that moves freely will appear on the viewsheet. Move this line to the desired destination and click: the link will be drawn automatically. Do not create links that are too complex — the program has an algorithm that optimizes connections and it will be quickly thrown away by complex linkages. Keep the links simple and direct to avoid finding yourself in an incomprehensible mess...

B.O.B. is also furnished with an alarm. To set, insert the function `IF HOUR = ALARM` in the viewsheet and click on the alarm clock icon. Then click on the arrows to change the alarm time.

You can see the entire program worksheet (zoom function) by clicking on the right button (only when you are in the editor). A 5 x 5 square, which represents the viewsheet, will be displayed on the 8 x 12 worksheet. Click on the left button to move the viewsheet. Click on the right button to return to the editor.

4.4.2) The Compiler

A compiler is a algorithm that translates the computer language of a program into binary code (the language most similar to the “thought process” of a computer) before the execution of the programme. This translation considerably augments the execution speed of the program. “Parallel Token” has a compiler. The B.O.B. of B.A.T. I had an “interpretor”, a program that transforms instructions to binary code at the moment of their execution.

When you select the “exit” option while in the editor, you automatically launch the compiler which will compile the program(s) on your program worksheet (if there are any).

The result of the compilation is displayed in the main menu as a flashing message. The message will be either "running", if there were no errors found (the program is thus executed automatically), or "error" if the compiler finds an error.

If an error was found, the viewsheet will automatically display the error when you return to the editor. The location where the compiler stopped will be highlighted in red.

4.4.3) "Paralell Token" - Beginner Level

The following paragraphs tell you what you need to know to program B.O.B.

4.4.3.1) General Functions

The Parallel Token language has three basic functions: the "state functions", a "DO" function, and a test function: "IF". The possible instructions are:

- **RUN** (state function): this icon starts a program (obligatory at the beginning of all programs).
- **STOP** (state function): stops a token, thus temporarily stopping the execution of the program.
- **END** (state function): this icon destroys the token that it encounters and reinjects a token at the last encountered "RUN". All programs must terminate with an "END".
- **DO p1,p2**: this icon executes the function "p1,p2" (parameter 1, parameter 2). Only p1 and p2 are displayed on the viewsheet (eg. - DO display strength)

- **IF p1,p2:** this function allows you to test. If condition p1,p2 is true, the token will take the direction of the right arrow ("1" logic). Otherwise, it will move downwards ("0" logic).

4.4.3.2) Programming Rules

When starting off, follow these programming rules (see also annex 6)

- A TOKEN NEVER MOVES IN AN UPWARD DIRECTION. Do not make any upward links.
- A TOKEN ALWAYS ARRIVES AT AN INSTRUCTION FROM ABOVE. Connect instructions from above.
- THE FIRST PARAMETER WILL BE EXECUTED AT A JUNCTION.
- ALWAYS BEGIN PROGRAMS WITH "RUN".
- FINISH ALL BRANCHES WITH "END", or reloop them toward an "END".
- BEGIN ALL INSTRUCTIONS REGARDING YOUR CHARACTER WITH THE INSTRUCTION "DO ANALYZE ME". And all instructions regarding an EVI with "DO ANALYZE HUMAN".

Table of DO Instructions

Instruction	Operation
ADD	Adds the value in the second register to the value in the first register.
AND	Performs a bitwise AND operation on the values in the two registers.
OR	Performs a bitwise OR operation on the values in the two registers.
XOR	Performs a bitwise XOR operation on the values in the two registers.
NOT	Performs a bitwise NOT operation on the value in the register.
SHL	Shifts the bits of the value in the register to the left by the specified number of positions.
SHR	Shifts the bits of the value in the register to the right by the specified number of positions.
MOV	Moves the value from the second register to the first register.
LD	Loads the value from memory into the register.
ST	Stores the value from the register into memory.
CALL	Calls a subroutine, pushing the return address onto the stack.
RET	Returns from a subroutine, popping the return address from the stack.
JMP	Jumps to the address specified in the instruction.
JZ	Jumps if the zero flag is set.
JNZ	Jumps if the zero flag is not set.
JC	Jumps if the carry flag is set.
JNC	Jumps if the carry flag is not set.
JMP	Jumps to the address specified in the instruction.
HALT	Stops the execution of the program.

4.4.3.3) Table of Instructions.

4
Table of DO Instructions

<u>Instructions</u>	<u>Comments</u>
DO DISPLAY (parameter 2)	Displays parameter 2 (strength, intelligence, rhythm, time, etc...)
DO ALERT ME	Sounds a BEEP
DO INC (parameter 2)	Augments the level of implants by one level (for security). Identical for the cardiac rhythm.
DO DEC (parameter 2)	Decrease by one level.
DO ANALYZE ME	Analyses the agent's organism.
DO ANALYZE HUMAN	Analyses the organism of the nearest EVI.
DO SUBST_n NORMAL	Resets the implant N (n=1-5) to normal levels.
DO RYTHME NORMAL	Resets your agent's heartbeat to 60 beats per minute
DO TRANSLATE	Translates shedish into recognizable language.

Table of IF Instructions

<u>Instructions</u>	<u>Comments</u>
IF ME (parameter 2)	Tests if your agent is hungry, thirsty, or tired.
IF HUMAN (parameter 2)	Tests if the nearest human is hungry, thirsty, or tired. If he or she is aggressive, shedish, etc.
IF STRENGTH (parameter 2)	Tests if the strength of the being analyzed (by DO ANALYSE) is large, normal, or weak.
IF INTELL (parameter 2)	Same for the intelligence.
IF VITALIT (parameter 2)	Same for the vitality.
IF PERCEPT (parameter 2)	Same for the perception
IF REFLEX (parameter 2)	Same for the reflexes.
IF CHARISM (parameter 2)	Same for the charisma.
IF STATE (parameter 2)	Tests the state of the being analyzed (by DO ANALYZE).
IF TEMP (parameter 2)	Tests the temperature (works only for your agent).
IF PRESSIO (parameter 2)	Same for the blood pressure (works only for your agent).
IF SUBSTn (parameter 2)	Tests the level of the implant (n = 1 to 5) (only available for your agent).
IF TIME=ALARM	Compares the time to the time set for the alarm.
IF RHYTHM (parameter 2)	Tests the frequency of the cardiac rhythm (only of the agent).

4.4.3.4) Step by Step Construction of a Program

As an example, we will look at the creation of the following simple program.

```
RUN  
DO display time  
IF time=alarm  
DO alert me  
END
```

This program displays the time (in the B.O.B. window — see 3.1) and if the time is the same as the time set for the alarm (we will set it for 6:30 pm), you will hear a BEEP.

- 1) Click (in the ZFI) until the “RUN” icon is displayed.
- 2) Click in the upper left corner of the view sheet to insert the “RUN” icon there.
- 3) Click once in the ZFI (on the function type), to make the “DO” icon appear.
- 4) Click 17 times on the second icon to the right to make the instruction “DISPLAY TIME” appear.
- 5) Click under the “RUN” inserted on the viewsheet to insert the “DO display time”.
- 6) Click once in the ZFI to make the “IF” icon appear.
- 7) Click 19 times to the right of the icon to make the instruction “TIME = ALARM” appear.
- 8) Click under the function “DO display time” on the viewsheet to make the instruction “IF time = alarm” appear.
- 9) Click three times in the ZFI to make the “END” icon appear.

- 10) Click on the down arrow (to the right of the viewsheet) to scroll the viewsheet down by one block.
- 11) Click in the lower left corner of the viewsheet to insert the "END".
- 12) Click once in the ZFI to make the "DO" icon appear.
- 13) Click once to its right to obtain the "ALERT ME" instruction.
- 14) On the viewsheet, click just to the right of the function "IF time = alarm" (next to the arrow marked with a "I") to insert the instruction "DO alert me".
- 15) Click on the "link" key.
- 16) On the viewsheet, click on the arrow marked with a "O" (beneath the "IF" function) and connect it by clicking on the "END" function.
- 17) Click on the "link" key.
- 18) Click on the first instruction icon ("DO alert me") and connect it to the center of the link "IF" towards "END". The connection obtained should form an elbow.
- 19) Click on "exit". The message "running" should appear...

You should not have encountered any problems while creating this program. Do not forget that the "erase" key is there if you make a mistake.

Note: by clicking on the second icon of the function "IF time = alarm", you can set the alarm.

4.4.4) "Parallel Token" - Advanced Level

The following paragraphs were written for players who already are familiar with programming. The following functions will allow you to get the most out of B.O.B.

4.4.4.1) Case of the "Blocked Path"

Using the instruction "DO ANALYZE par 2" will block a path: it uses a synchronization instruction that blocks the other tokens. Note that a "DO" instruction cancels this state and not an "IF" instruction. This allows you to chain together several "IF" tests (see annex 7 - the case of the blocked path).

4.4.4.2) Controlled Paths

You can insert a "RUN" or a "STOP" in a re-routed path. You thereby "control" your program locally as you have the ability to change a "STOP" to a "RUN" and vice versa (by clicking directly on the viewsheet).

These controlled paths often produce a "Trap Model" (see 4.5.4.5).

4.4.4.3) Conditional Instruction

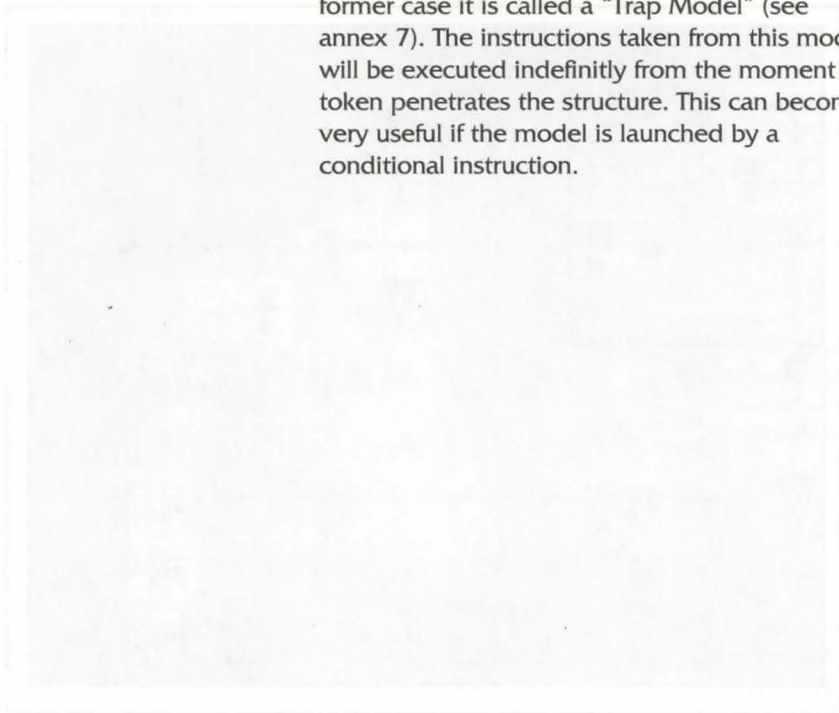
As explained previously, this instruction is "IF par 1, par 2 THEN..." (see annex 7).

4.4.4.4) Loops

"Parallel Token" allows you to have loop structures in your programs: "REPEAT...UNTIL" and "WHILE...WEND" (see annex 7).

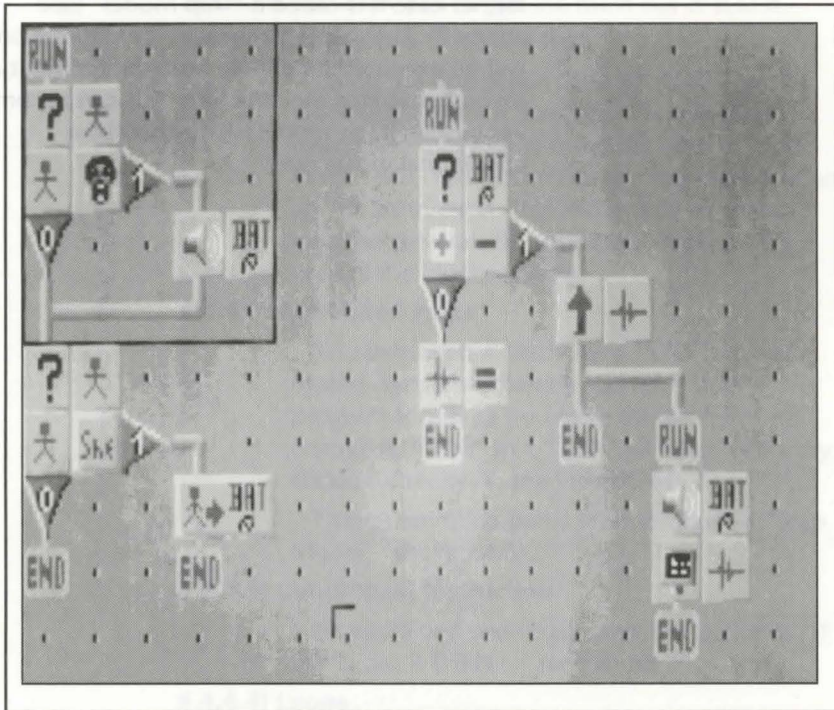
4.4.4.5) The Trap Model

This model allows you to trap a token in a re-routed path. It can be intentional or not. In the former case it is called a "Trap Model" (see annex 7). The instructions taken from this model will be executed indefinitely from the moment a token penetrates the structure. This can become very useful if the model is launched by a conditional instruction.



4.4.5) Program Examples

To finish your “parallel token” apprenticeship, here are two programs that you will be easily able to reproduce.



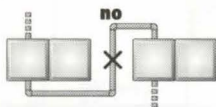
The first program (on the left) analyzes the EVIs around your agent (warn you if an EVI is aggressive, translate shedish).

The second program (on the right) regulates your agent's organism if he is wounded (it slows the cardiac rhythm and alerts you by displaying the rhythm and sounds a BEEP). Note that the program uses a “REPEAT...UNTIL” structure along with a “Trap Model”.

ANNEX 6: Compiling Rules for B.O.B.

What to do and what not to do...

Rule 1



A token never moves in an upward direction.

Rule 2



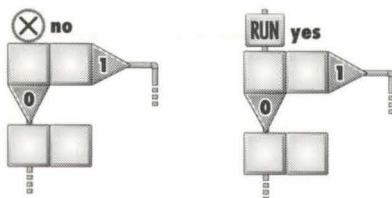
A token always arrives at an instruction from above.

Rule 3



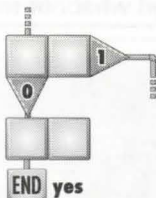
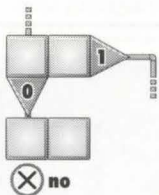
The first parameter will be executed at a junction.

Rule 4



Always begin a program with "run".

Rule 5



Finish all branches with "end".

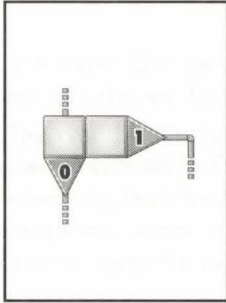
Rule 6



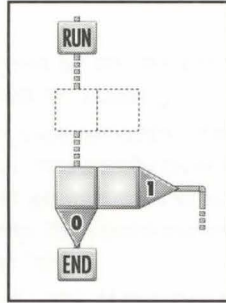
Begin all instructions regarding your character with the instruction "do analyze me".

ANNEX 7: Examples of Advanced Programs

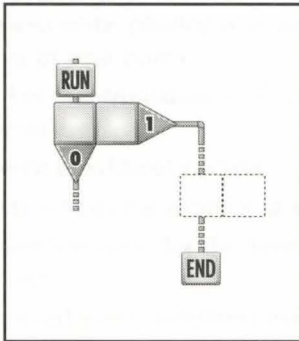
IF . . . THEN



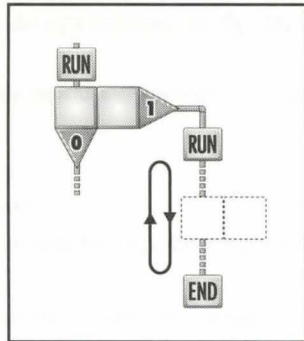
REPEAT . . . UNTIL Cond.



WHILE Cond WEND



TRAP MODEL



ANNEX 2: Examples of Advanced Programs



In Koshan Conspiracy, your agent will be required to pilot several types of vehicles. Each vehicle is a real simulator.

The world of Koshan Conspiracy is vast; an entire planetary system modeled in three dimensions. You can fly over ROMA II, continue by launching into space and go into orbit around Bedhin 6. Perhaps you would prefer to skim over the countrysides of Europa or skirt around the skyscrapers of the “city”...

Certain simulators are not obligatory (the Mosquito, the Via-Express). You can avoid piloting them by paying a fee (automatic mode). Others, like the Katatruck and the Sershoyer, are intrinsic aspects of the game — you will therefore have to familiarize yourself with them.

In any case, you cannot be killed (except in very exceptional cases) while piloting a simulator, so do not hesitate to fly “by the seat of your pants”...

For the simulators in 3D (except for the Via-Express), the available views are:

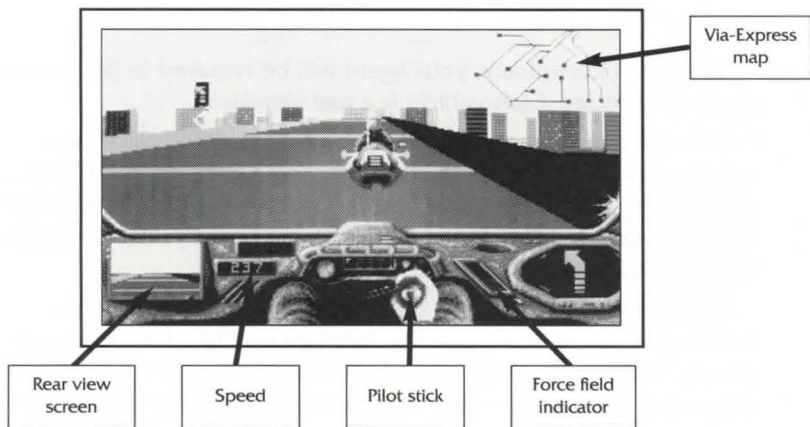
- with or without cockpit
- view from the exterior of the vehicle
- satellite view (for the Sershoyer, this will be replaced by a mine map).
- mixed view “satellite/vessel” or “satellite/outside cockpit”.

Note: the auto-stabilization command stabilizes your agent’s vehicle during spins and rolls. If the command is de-activated, the vehicle will not compensate for a rough ride.

For a more detailed description of the simulator commands, see the quick reference guide.

5.1) The VIA-EXPRESS

The dashboard contains a speedometer (on the left) a shock indicator (bargraph on the right) and a rearview screen (on the left).



The number of shocks is tallied and you will have to pay a usage fee when you arrive at your destination. You can choose to travel in automatic mode (you do not pilot the vehicle) which is more expensive but will assure a safe arrival at your destination.

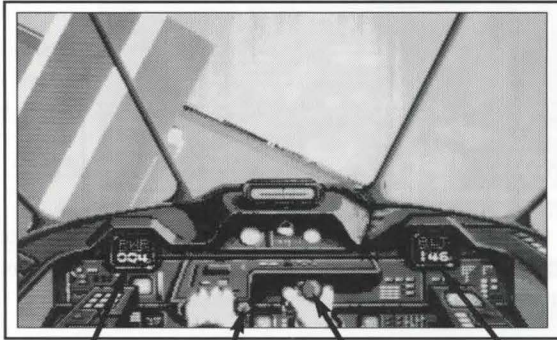
You should not experience any problems while in manual mode. Be careful not to miss your exit!

The Via police (Cataphractaires) have the authority to pull you over whenever they want. Make sure that your agent is carrying his pass to avoid being detained...

Note: a force field surrounds the City. It will prevent you from leaving the City — do not try to travel too far...

5.2) The MOSQUITO Simulator

The Mosquito is a small taxi-vehicle. It is your means of transportation to the skyscraper runways of the City.



Speedometer

Throttle

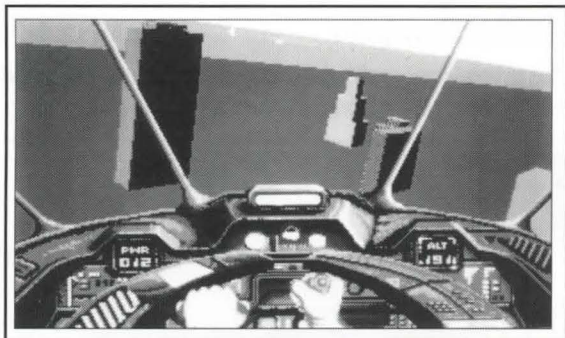
Pilot stick

Altimeter

You can avoid piloting the Mosquito by paying a fee. To land, you must be travelling very slowly (speed below 3%) and you must be upright (sorry hotdoggers!). You must then pass next to the red zones that appear on the tops of buildings. You will be “caught” and guided in for a landing.

5.3) The KATATRUCK Simulator

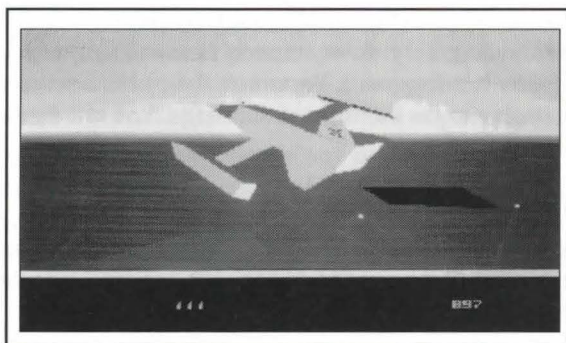
This simulator is obligatory. The Katatruck is a maintenance vehicle for the company CLEANING UP, Inc. and is located in the TB1 terminal.



You can take off and land only at this terminal and one other place that we will let you discover for yourself... Landing requirements are the same as for the Mosquito.

5.4) The RAEDA V6 Simulator

The Raeda V6 is an interplanetary vessel that allows you to go into space. This simulator is obligatory.



You take off at the Roma II astroport and must also land there. To land successfully, guide yourself very slowly towards the “II” on the runway and you will be “caught”.

To launch into space, angle the vessel at 30° or more relative to the horizontal and gas the engines to more than 90%.

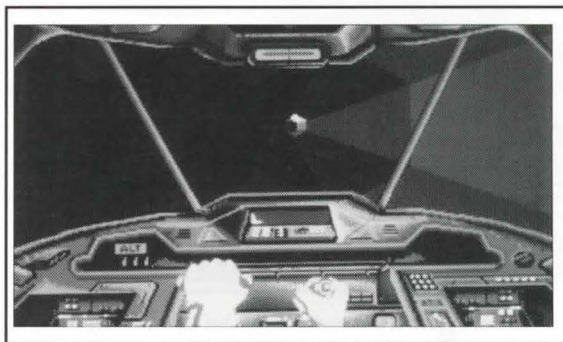
Once in space, you will automatically be set on course for Bedhin 6. Engage the Hyperpropulsion. Once you are in orbit around the satellite, reduce the gas to avoid running into the asteroid belt.

Remain in orbit and head for the red zone (access to the space station).

Note: with this simulator, the "S" key does not produce a satellite view, but a general view of the planetary system (Shedishan in the center...). The red trail that appears is the trajectory of your vessel.

5.5) The SERSHOYER Simulator

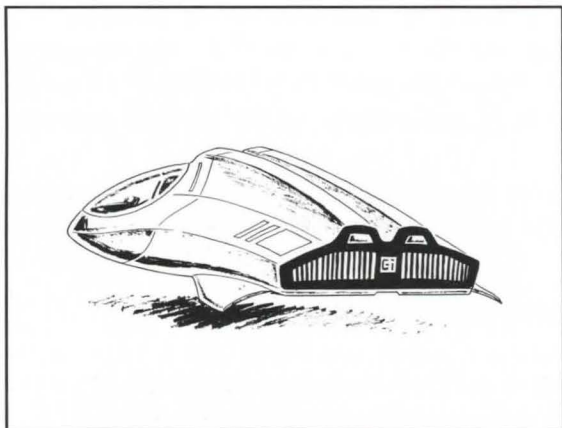
In the space station, you will be able to pilot the Sersshoyer, a sort of space driller (this simulator is obligatory...).



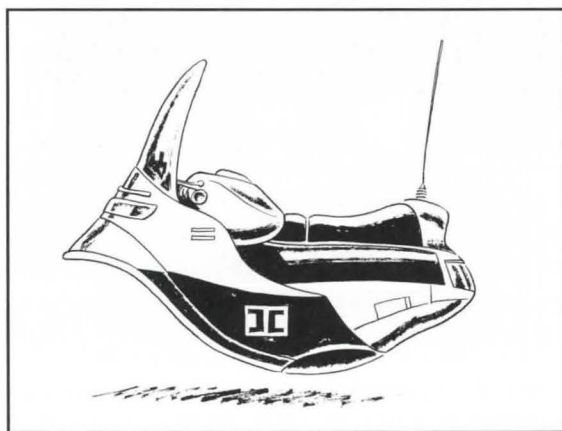
You will find yourself in a maze of tunnels. The satellite view is replaced by a mine map of Bedhin 6. The red rectangle (below) represents the station and the blinking dot is your vessel.

When you see a red zone in front of you, you can cross it and return directly to the station.

5



Via-Express vehicle
"MOSCA"

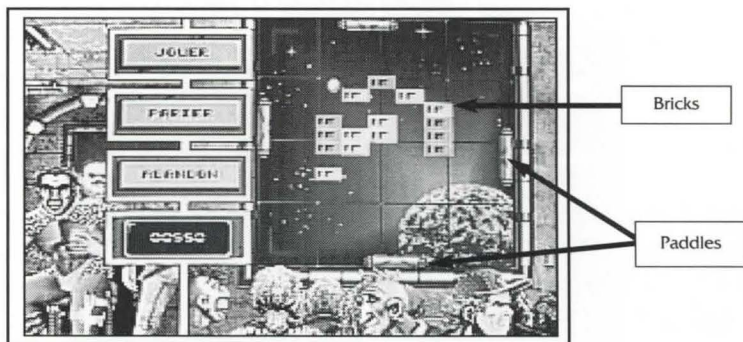


The Cataphractaires' vehicle:
the Landspeeder IV

You will find real games in Roma's video arcade halls. They are there to let you win (or lose!) money and to meet people.

6.1) QUATTRO

Quattro is a "breakout" type game with four paddles.



Demolish all the bricks in the center of the screen before advancing to the next level. You must not let the ball get past your paddles or you will lose.

At the beginning of the game, you must bet. The more you bet, the fewer balls you have with which to start.

Two playing modes have been incorporated into the game: mode X and mode XY (game mode is chosen in the configuration box).

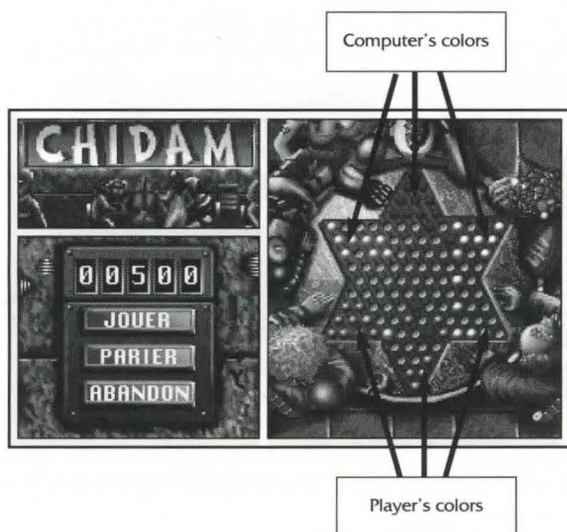
Mode X allows you to control the four paddles by moving the mouse laterally. When you move the mouse to the right, the right paddle descends and the left paddle moves up, while the upper paddle moves to the right and the lower paddle moves to the left.

Mode XY uses all the movements of the mouse. a right-left movement moves the paddles from high to low and an up-down movement moves the paddles left and right.

Note: Sometimes, when a ball touches a brick, a bonus is displayed on the screen (it moves around). If you touch the bonus with a paddle, you will receive a quattro option (two balls, super-destroyer ball, etc.). If the bonus allows you to fire, click with the left button to fire.

6.2) CHIDAM

Chidam is a game of Chinese checkers.

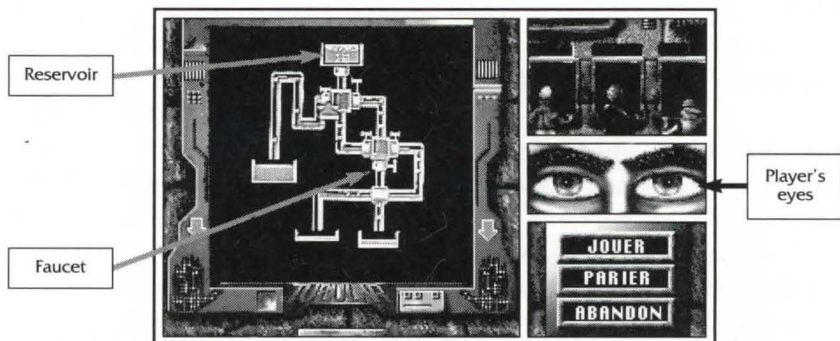


The board is in the shape of a star and each “corner” contains pieces of a certain color. The goal is to move your three colors (those located in the lower three “corners”) into their respective “homes” (the upper “corners”). Move your pieces one hole at a time. You can also move your piece by jumping over other pieces.

The sum that you bet is directly proportional to the computer's game playing level: the more you bet, the fewer “free” moves you will have at the beginning of the game. It will be more difficult to defeat your opponents (who play very well).

6.3) TUBULAR

The goal of Tubular is to fill several reservoirs up at the same time. One reservoir releases its liquid through various pipes and you must regulate the flow (with faucets) so as to have a liquid level that is equal for all the reservoirs.



There is no score in Tubular. The representation of a face is, in fact, the face of your agent. If you lose, the face becomes serious, angry, and finally furious. If you win, you receive a radiant smile!

To regulate a faucet, use the left button to increase the flow and the right button to decrease the flow (at the spot where the mouse becomes an arrow).

The Koshan Conspiracy knows how to optimize your machine to make gameplay more enjoyable.

For Atari and Amiga users, the program will take advantage of a second disk drive.

For Amiga, the program will function without any problems with the accelerators 68030 from Comodore (including the Amiga 3000) and the accelerators from GVP.

For PCs and compatibles, the minimal configuration recommended is the 80286/12 Mhz (MCGA) hard drive. The graphic display quality depends on the type of card used.

7.1) Memory Allocation

The Koshan Conspiracy knows how to allocate the memory of any sized computer (minimum 512K). The general principle is simple enough: the game data is stored in "blocks" and only the oldest blocks are deleted when memory is low.

To sum up, a large memory will reduce access to the diskettes (or hard disk) to the point where it will not need to access the drives at all.

For Amiga owners, the presence of FAST-RAM will accelerate certain parts of the game (the 3D, for example).

On PCs and compatibles, the program will use all available memory, but a minimum of 450 Kilobytes is recommended. The memory allocation system is designed in such a way that the presence of other programs (that remain in memory) will adversely affect the the performance of the game (less memory = more access to disks) even if The Koshan Conspiracy is compatible with these programs.

To see the amount of memory available, use the command "MEM" followed by the ENTER key.

The Koshan Conspiracy will use any type of extended memory that you have as long as you have the SMARTDRIVE utility installed.

Make sure that your CONFIG.SYS contains the following line (only if you have extended memory and the SMARTDR.SYS):

For DOS 4.0, insert the line:

DEVICE=C:\...\SMARTDRV.SYS

For DOS 5.0, insert the line:

DEVICEHIGH=C:\...\SMARTDRV.SYS

Note: the “...” must be replaced by the access path to your utility (eg.- C:/DOS/SMARTDRV.SYS if the utility is located in the “DOS” repertory).

The Koshan Conspiracy does not regulate EMS memory. The presence of its drivers (HIMEM.SYS, EMM386;SYS) does not affect the program, but it is preferable to remove them to gain memory.

7.2) Sound Cards

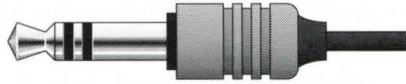
For the Atari ST, the program manages the cards MV16 and ST REPLAY PRO or the monitor. Instead of headphones, you can connect your stereo directly to the card. Use the AUX selection on your amplifier. When you turn on your computer, make sure that the volume of your amplifier is at its minimum. Annex 8 shows you the type of plugs needed for the connexion.

Usable sound cards for PC and compatibles include: MV 16, ADLIB, ADLIB GOLD, SOUNDBLASTER, SOUNDBLASTER PRO, PRO-AUDIO SPECTRUM.

All sound effects and music are digitalized (even for the ADLIB)

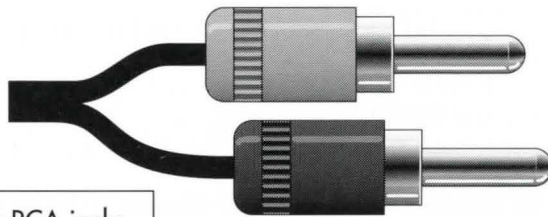
ANNEX 8: Connectors for the MV 16 card

CONNECTORS FOR THE MV 16 CARD



3,5 mm STEREO JACK

CONNECTOR FOR STEREO



2 male RCA jacks

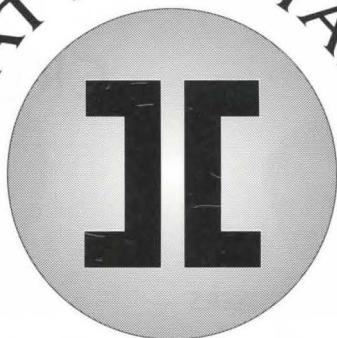
Amiga, A2000, and A3000 are registered trademarks of Commodore-Amiga Inc.

GVP is a trademark of Great Valley Products, Inc.

Atari ST is a trademark of Atari Corporation

All other trademarks and registered trademarks are those of their respective companies.

BAT II IN STATS



- 250 designs.
- 3 video games.
- A car race track.
- 3 types of combat.
- Four flight simulators.
- More than 1000 objects.
- 300000 lines of assembler.
- Around 200 sound effects.
- More than 400 animation.
- 24 months of development.
- More than 200 intelligent beings.
- 150 asteroids around Shedishan.
- 50 different objects modeled in "3D".
- A storyboard with more than 200 pages.
- A 160 faced sphere modeled for Shedishan.
- A real language with its own compiler (B.O.B.).
- 300 pages of mathematical development used for 3D research.
 - 1500 ham sandwiches eaten (sometimes ham and cheese).
 - 10000 lines of evolved language (for the utilities).
 - More than 1500 disks used during development.
 - More than 6 mega-octets of studio quality sound.
 - The combination "ALT 44" pressed 18432 times.
 - A special language just for the sonic ambiance.
 - A complete model of a planetary system.
 - 9 ATARI, 11 AMIGA, 7 PC, 3 MAC used.
 - A special language for the animations.
 - 1800 glasses of fruit juice drunken.
 - 14400 cups of coffee needed.
 - 1800 cups of tea imbibed.
 - 30600 sugar cubes used.
 - 3 hard drives destroyed.
 - 3 ATARI and 1 PC fried.
- etc...

CREDITS

DESIGNERS

Hervé LANGE

STORY

Hervé LANGE

GRAPHIC ARTISTS

Olivier CORDOLEANI
Mohand ZENNADI

MUSICIAN

Olivier ROBIN

PROGRAMMERS

Franck JEANNIN
André VILLARD
Olivier CROSET
Dominique BOURE
Olivier ROBIN
Hervé LANGE

ASSISTANT GRAPHIC ARTISTS

Pascale TESSON
Laurent LEFRANCOIS
Francois RIMASSON
Frédéric MOLINARO



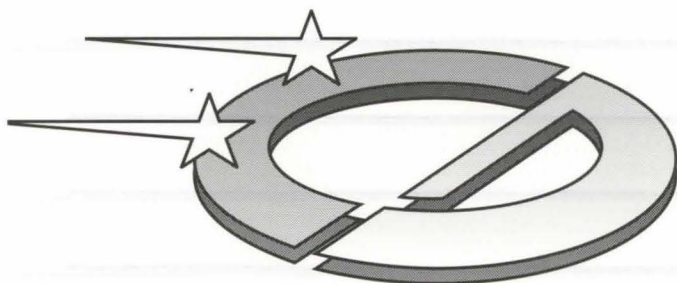
André VILLARD



Olivier CORDOLEANI



Olivier CROSET



and
Dominique BOURRE

COMPUTER'S DREAM™



Hervé LANGE



Mohand ZENNADI



Olivier ROBIN

GOOD LUCK ON YOUR MISSION...



• NOTES •

GOD BLESS YOUR MIND...



OCPV