Digital Messiah v.2.0

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Credits

Music Implementation: Player v.4.9 Pro
Game Design/
Invaluable Tips/Advice: Michael C. Gerard
                                 Larry Harriman
                                 R. Sean Lindsay
Music (SCAB.MOD):   eXodus

Note to v.1.0-v.1.0.3 users

Due to the vast differences between Digital Messiah v.1.0 and v.2.0 it will be impossible to offer an upgrade package for v.1.0. users. The entire package must be obtained through a shareware source or direct from Terminal Sunset Software. I am truely sorry for this inconvenience, but it was unavoidable. If you are a registered user of Digital Messiah v.1.0 you will recieve information on obtaining free v.2.0 registration.

Requirements

Digital Messiah requires an 8-bit (256 color) 13" or greater monitor running on a Macintosh using System 7.0 or higher. Without the ambient sound extension it takes approximately 2.7 megs on disk (with the ambient sound it is about 3.6), and 2600K free RAM. Users with larger monitors may have to increase the memory partition.

Memory

2600K is a fairly large partition for an application to demand. If you own a 4 or 5 meg machine and cannot run Digital Messiah, you may use System 7's virtual memory feature. Due to its modular nature, the program works very well under virtual memory. In v.2.0 every attempt has been made to provide for a friendly exit when the program runs out of memory. Digital Messiah will try to throw up a suitable dialog if this occurs, at this point you should increase the memory partition in the Get Info... dialog box of the application.

Extension Conflicts

Although Digital Messiah has under gone much testing, it is

impossible to solve every extension conflict. If you experience

problems with the game crashing, please try running without extensions. If you find a conflict, please e-mail or snail-mail a bug report so that I may resolve it. Additional information can be found under DM Bug Reports.

Ambient Sound

Originally intended for commercial distribution, Digital Messiah is of an enormous size decompressed. The full version takes over 3.6 megs and would find the normal means of shareware distribution awkward and time-consuming. To facilitate its distribution I have divided the application into two parts. The first of which is the Digital Messiah application; the second is the Ambient Sound Extension.

The Ambient Sound Extension can be installed with the DM Ambient Sound Installer (which may be obtained from a shareware source or direct from Terminal Sunset Software). Ambient sound is a collection of approximately 1 meg of high-resolution sound-effects which play at random moments during game play. It adds to the realism and suspense of the game, bringing the world of Digital Messiah to a new dimension. The sounds have been optimized to take advantage of the full range of frequencies available to an externally amplified sound source.

About

Digital Messiah is an arcade/role-playing game that combines vivid-hand painted and rendered graphics with digitized sound and music to create the ultimate gaming experience. The maps and plot for each game are generated randomly to provide for infinite playability. Your character is equipped with 6 different spells spanning up to 6 levels. The enemies you will face are preprogrammed with a variety of strategies ranging from the Wanderer to the Stalker. An automatic mapping feature and wandering non-player characters will help you on your way to saving the world.

About Player v.4.9 Pro

Player v.4.9 Pro is a fully featured mod player/writer available from Antoine Rosset. You may contact him at Antoine Rosset/16 Tranchees/1206 Geneva/Switzerland. The program may also be obtained from America Online and various other shareware sources.

Objective

The object of Digital Messiah is to destroy the evil Emperor Kang and vanquish his technologically inhumane reign. Each of the four Elementals and the Pope (housed at the Elemental Palaces and the New Vatican respectively) will ask you to perform several missions. After completing these quests, return to their lair and they will reward you with spells and hit points. Through continually harder trials, they will test your worthiness and eventually reward you with the tools needed to defeat Kang. Along your way, each of the five Sages and numerous Non-Player

Characters will offer you the knowledge needed to survive the post-Kang world. Good Luck...

Getting Started

To start Digital Messiah just double-click (open) the icon. Note: Your MAIN monitor must be set at 256 colors in order to run DM. To do this go into your Control Panels folder and open Monitors. If your system is capable of 256 color graphics, the option will be given. The following introduction will provide you with enough help to get you on your way. However, Digital Messiah is an exceedingly complex game and to gain the most out of it one must read the more in-depth sections of this manual.

Quick Help - (The Duel)

If this is your first time playing, the Duel option will help you get your bearings. In The Duel, you battle an opponent using the spells and difficulty of your choice. To begin a Duel:

1) Select an opponent from the Opponent menu (there are   seven listed in descending order of difficulty)
2) Set the FPS rate to suit your gaming taste and machine capability.
3) Select Duel from the File menu
4) Select up to four spells (see below for details)
5) Start pushing buttons! (The buttons which control the Digital Messiah are listed and configured using the Controls item in the Options menu).

Quick Help - (The Game)

The Game weaves a fully functional random world into the plot of Digital Messiah. You will Duel enemies of varied intelligence and power as you work your way through twenty quests. To begin your journey:

1) Set the FPS rate to suit your taste and machine capability.
2) Select New Game from the File menu (this may take awhile...map generation is no simple task)
3) You will be placed due north of the New Vatican. Click the zoom box (far right of title bar) if you wish to make the map full screen; you may scroll around freely. To move use the configured keys. Enter the New Vatican and your quest shall begin!!!

Combat

Combat is relatively simple -- it pits you and one of the seven different enemies against each other in real-time battle. As the Digital Messiah you are armed with an endless cache of Fireballs and a given amount of spells.

The keys used in Combat are set using the Controls item in the Options menu.

There are two windows in Combat, the Battle window and the Status window. The Battle window, quite simply, contains a visual display of the

battle and the Status window includes information on your hit points, the

enemy's hit points, the selected spell (and its level), and your level of regeneration. The amount of hit points till death is marked in blue drops of blood, while the amount of hits taken is marked in red. The selected spell is framed by a red box (blue if currently in use), and its respective level is written to the very left. The level of regeneration is marked using a violet bar of varied brightness.

The Digital Messiah is armed with two weapons when in combat. The first of which is his cache of fireballs which may be fired when your regeneration is at its highest level. Aiming is simple, your enemy must be in a direct line of fire. Each of Kang's minions is equipped with different spells and capabilities, it is necessary to study each as a separate opponent and not acquire a single strategy of attack for the entire range of Kang's forces.

The second is the Digital Messiah's arsenal of spells. Each spell has a separate mystical effect based on the type and level of spell cast. More in-depth information on your spells may be found under Spells.

Enemies in Combat

As you begin your quest in the world of Digital Messiah you know little or nothing about your enemies. The only way to gain further information about their strategies and powers is to speak with wandering non-player characters. These characters are discussed later under Non-Player Characters.

The World

The Terrain

When you begin the full game you are placed on a 100x100 map which is filled with randomized pools of liquid waster, barbed wire fences, metallic plains, and cities of dream palaces.. The only square, however, which is accessible to you is Metal Plate.

Among the mechanized terrain of the world, there are four pools each consisting of one of the elements (fire, water, earth, and air), that surround the Elemental Palaces (for further information see below).

The Kingdom

The New Vatican -   This is where you begin your quest. The building harbors the Pope who will aid you most along your quests. He offers you MindBlast and Regeneration spells.

Elemental Palaces - These castles, protected by a moat of one of the elements, harbor the Four Elementals. They will reward you with Fire, Earth, Air, and Water spells in return for your aid.

Fortresses - The strongholds of Kang house his greatest warriors. They build and train the latest designs of cybernetic soldiers; to attempt to destroy one of these simply enter it and a battle fiercer than you have before known will ensue.

<u>Dream Palaces</u> - It is said that through these structures, Kang is able to harness his dreams into reality. Although they are of no threat directly, they serve has Kang's chief aid in terrorizing the people of Earth.

<u>Emperor Kang's Palace</u> - It is here that you will find the demonic Emperor plotting for the next day. No one has ever lived to enter the great castle, but many have told of four mysterious slots in its gargantuan door.

Searching
You will, when told to find a lost artifact, be required to search a particular square on the map. To do this press the search key (configured under the Controls item); if there is anything of importance to be found you will automatically pick it up.

Spells
As the Digital Messiah enters battle, a selection of four spells may be equipped to use in combat. The spell grid is used to equip each spell. It covers the entire range of spell types and levels keeping track of all spells acquired. In descending order the type of spells are:

MindBlast (sphere with red beams): Does 1 -5 points of damage to your enemy. The amount of damage is based directly on the level.

Regeneration (sphere with green beams): Heals 1 - 6 points of damage. The amount healed is equivalent to the level.

Fire: Makes the Digital Messiah's fireballs move twice as fast and do twice the damage. The duration of the spell is 2 times the level in seconds. Therefore a level 3 fire spell would last 6 seconds.

Water: Freezes your opponent rendering him defenseless, the spell ceases his movement and firing but does not make him incapable of casting spells. The duration of the spell is determined the same as Fire.

Earth: Provides a universal shield for the Digital Messiah making you momentarily impervious to all attack. The duration is, once again, determined the same as Fire.

Air: Enables the Digital Messiah to warp from his current location to a point directly under his enemy. The level determines the amount of time the spell may be cast in a single battle round.

One should note that a range of spells is provided because different spells are needed to vanquish different enemies. One should not become dependent upon a certain spell.

Sages
The Sages of the Digital Messiah world are your sole aid in completing the twenty missions given to you. In return for the knowledge they offer, you must complete missions of increasing difficulty. The wisdom they impart is always key in solving a certain mission and never, in any way, useless. Each of the five Sages is permanently highlighted on the Auto-Map.

Non-Player Characters

Non-Player Characters comprise the population of the Digital Messiah world. These people or survivors of the Great Technological Holocaust and through the narration of their experiences they impart valuable knowledge. Almost every aspect of the game is covered in their narrations.

Digital Messiah - Menu by Menu

the Apple Menu
About Digital Messiah - This will give you information on how to register your copy of Digital Messiah . Registration will make you the legal owner of Digital Messiah, as well as provide you with upgrades, bug fixes, and new release information. You will also have the opportunity to play test Terminal Sunset's new software. See DM Registration for more details.

the File Menu
New Game -   Start a new game.
Open Game -   Open a previously saved game.
Duel Opponent -   Duel the opponent currently selected in the
                    Opponents menu.
Close Game -   Close the game currently in play.
Save Game -   Save the game currently in play.
Save Game As... -   Save the game currently in play as xxx.
Resume Game -   Resume a paused game.
Quit -   Go Bye-Bye!

the Options Menu
Sound -   Raise and lower the volume. Select which
                    category of sound is on or off. The categories
                 are the following Ambient, Walk, Battle, and
          Music. Ambient sound is an extension to
          Digital Messiah which may be installed using
the DM Ambient Sound Installer. For further
information see Ambient Sound below. Walk
sound is the clicking noise heard when Digital
Messiah is making a step. Battle sound are
the sound-effects played during the arcade
battle sequences. Music is the intro music
played when a game is not currently open.
Controls -   Configure the keys to use in Digital Messiah.
                    Note that all keys on the keyboard (except for
             the power key) may be mapped. The only key
which may not be used is the ESC key which   is
used as an alternate pause button
        throughout the game.

Preferences -   Using this dialog box you may change the fps rate. The fps (frames per second) rate is a measure of how many times Digital Messiah will render an animation per second. As most TVs run at 60fps, Digital Messiah may run at a user-definable 30-60fps. The fps simply changes the speed at which the game is played and is limited only by your machine capability.

AutoMap -   View the AutoMap. Details are given below.

Statistics -   See how you are doing (see below for details)

the Opponents Menu

In ascending order of difficulty this menu lists the available opponents.

the Intro Menu

Stop/Continue -   Pauses and continues the intro sequence.

Next -   Prematurely advances to the next screen. Clicking the mouse button in the Intro window will have the same effect.

Intro Screens -   (e.g.. Welcome, Terminal Sunset, etc.) will prematurely advance to the chosen screen.

The Auto-Map

The Auto-Map is an automatic mapping feature which will record everything you see or are told. The hints which the Sages give often involve some location given in coordinates, these locations are subsequently highlighted in the auto-map. To target on a location and find out exactly what it is simply click in the square and a textual description will be given at the bottom of the map.

Statistics

Name -   Your name.

Hits -   Hits taken/Total hits allowed.

Score -   Your score to date (goes up AND down, depending upon your performance in battle).

Coords -   Your current coordinates on the 100x100 map. 0, 0 being the northwest corner; 99, 99 being the southeast.

Facing -   The direction which you are facing.

Missions

The missions you have been given by the Pope and the Four Elementals.

Spells

The spell grid. The spells which you have (and which are equipped) and their levels.

Inventory

What you currently possess and which of the four Elemental Keys you have obtained.

Tips and Tricks

- DON'T use your spells sparingly. You'll get many more, and your are better unarmed than dead.
- Try to learn what the enemies do during Battle, some of them are very predictable.
- Pick and choose your Battles. Generally, you won't have to fight someone...so don't if you can't. Remember the enemy difficulty increases as you complete more and more missions, so be careful in the later levels of the game.
- Never get too close to your enemies on the Map.
- Learn how to run from enemies.
- Use the sages to the best of your advantage. Even if their information is useless...their rewards aren't.
- The Auto-Map is the most powerful feature of Digital Messiah. It records everything that you need to win the game as well as other information necessary to survive.
- The Non-Player characters will give you in-depth detail about your enemies, and it would be a poor decision to enter into battle with a new enemy before listening to their tales.
- NEVER underestimate an enemy...just as you thought the Battle was over, he can begin to launch several brutal spells.
- Stay alive!

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