Digital Messiah
v.1.0.1
by Ravi J. K. Mehta

Credits
Music Implementation: Sound-Trecker v.1.0 (see About
               Sound-Trecker)
Game Design/
Invaluable Tips/Advice: Michael C. Gerard
Battle Concept: Kevin B. Zundl
Play Testing: Dave Calvin
Music (SCAB.MOD):   eXodus

Requirements
Digital Messiah v.1.0.1 requires an 8-bit (256 color) 13" or greater monitor running on a Macintosh using System 7.0 or higher. It takes up approximately 1.3 megs on disk and 13000K free memory.

About
Digital Messiah is an arcade/role-playing game that combines vivid-hand painted 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.

About Sound-Trecker
Sound-Trecker v.1.0 (© 1992 Frank Seide) is the first (and to my knowledge) only fully-featured .MOD player for the Macintosh. .MOD is the industry standard format for storing music tracks. It is shareware and may be obtained from its author at: Frank Seide/Koolbarg 39d/D-2000/Hamburg 74/Germany. It is also available at Educorp and any number of BBS's.

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 introduction will provide you with enough info to get you on your way. For more detail see the following sections.

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   five listed in descending order of difficulty)
        2) Set the Difficulty and Control settings (see below for details)
        3) Select Duel from the File menu
        4) Select up to four spells (see below for details)
        5) Start pushing buttons!

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 Difficulty and Control settings (see below for details)
        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 numeric keypad. Enter the New Vatican and your quest shall begin!!!

Combat

        Combat is relatively simple -- it pits you and one of the five 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: '5' to launch a fireball, '8' to launch a spell, '4' to move left, '6' to move right, ',' to select the previous spell, and '.' to select the next spell.
        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. (for more on regeneration see Difficulty).
        The Battle continues until one opponent is destroyed.

Enemies in Combat

CyberGuard
The CyberGuard is the easiest of your prospective opponents. His simple weaponry fires one shot in a straight line. His psychic abilities are limited to the ElectroShot which will do 1 point of damage.

Samurai
The Samurai is a modern warrior knowledgeable in the ancient ways of combat. His arsenal includes Absorb and EnergyDrain. Absorb enables the Samurai to shield against any one shot you throw and land; while EnergyDrain is an extension of ElectroShot, doing 2 hits of damage.

Virtual Titan
Above the two humanoid warriors is this specter of unbelievable power. He is an opponent who is both quick and powerful; his chief weapon is a pulse seeking (targets the pulse of the human heart) laser which fires twice per round. He has the ability to slow his opponent down, shield himself, and exude a BrainShock which will do 3 points of damage.

Dehumanizer
The Dehumanizer is the ultimate robotic warrior. His super-fast shots aim and seek their target...rarely missing and seldom seen. His chief capability is his Warp which enables him to materialize at any location on the Battle screen. He also has the ability to freeze and Dehumanize you; the first of which disables your movement, the second does 4 hits.

Emperor Kang
Nothing is known of Emperor Kang's abilities...but it is said that his powers rival the sum total of ALL your previous enemies.

The World

The Terrain
When you begin the full game you are placed on a 100x100 map which is filled with randomized lakes, forests, plains, and mountain ranges. The only square, however, which is accessible to you is Grass.
Among the natural 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 info 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.

<u>Elemental Palaces</u> - 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.

<u>Sage Huts</u> - Within these straw houses are the wisest men in all the Land. They have through their years gained knowledge immense and incomprehensible. Go to them when you are in need of wisdom and strength, but their rewards have their price as well.

<u>Fortresses</u> - 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>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 on occasion have to search a particular square on the map. To do this press the '5' key; if there is anything of importance to be found you will automatically pick it up.

Digital Messiah - Menu by Menu

the Apple Menu

About Digital Messiah - This will give you info 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 info. You will also have the opportunity to playtest 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 -	Sound or silence.
Controls -	Choose how fast you want to move.
Difficulty -	Choose difficulty settings (see below for detail)
Statistics -	See how you are doing (see below for details)

the Opponents Menu
In descending order 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.

Difficulty
Regeneration -   Controls the amount of time it
 takes you to recharge after a shot.
Difficulty -   How hard or easy an opponent is in Battle.
Wizard's Fire Speed - How fast your shots move.
Enemy's Fire Speed - How fast the opponents shots move.
Wizard's Hit Points -   How many hits till death.
Enemy's Hit Points -   The same as above. (Note: In the full
game, it   uses this number and the enemy's
 level/breed to determine your opponent's
hit   points).

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.

<u>Clearing the High Scores</u>

To clear the high scores, simply throw away the DM High Scores file, and Digital Messiah will create another one.

Tips and Tricks

- DON'T use your spells sparingly. You'll get many more, and your 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.
- 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.
- 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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