

### The Antik's Speech to the Participants

*“ O venerable ancient shadows! O all-powerful!  
Prepare yourselves for the ultimate confrontation,  
As from the blade stained with tribal blood  
Will emerge the one and only astral sovereign prince.*

*Once, on the New Year of the second millennium,  
An eclipse of the moon darkened our Earth,  
And for a year this black sun paled  
carrying off the spirits in a wave of madness.*

*After a long period of chaos that seemed eternal,  
You are finally back again, O immortal warriors,  
Guardians of thought, mythological heroes,  
You have answered the Antik's call.*

*All across time, all across space,  
History has been marked by your deep trail,  
Glorious and almighty leaders, O you crowned kings,  
In these hearts of ours, you have ruled.*

*But even stars die in the end,  
And with your armies conquered, you must have suffered  
Faced with the sad future reserved for your sons,  
Now rearmed the time has come for revenge.*

*May the tournament begin, noble hearts of bronze,  
The world still awaits its new sovereign,  
Who will be the winner, the Chosen One, the Redeemer?  
Perhaps an unexpected and illustrious impostor? ”*

## CONTENTS

	PAGES
Installation/Start up.....	6 to 9
The Main Menu.....	10 - 11
Players selection.....	12 - 13

Rules of the game.....	14 - 15
Game options panel.....	16 - 17
Technical options panels	
. Graphic options.....	18
. Sound and keyboard options.....	19
. Scores.....	20
. Network connection.....	21
Screen description.....	22 - 23
Description of controls	
. Keyboard.....	24
. Game paddle.....	25
. Common controls.....	26
. Special moves.....	27
Description of fighters.....	28 - 31
APPENDIX I : Epilepsy.....	32
APPENDIX II : company information.....	33
CREDITS.....	34 - 35

Page 6 :

## INSTALLATION AND STARTUP

### CONFIGURATION REQUIREMENTS FOR YOUR COMPUTER

- IBM PC with CD ROM drive
- Pentium Processor
- Minimum 8 Mb RAM
- Graphic display adapter - SVGA 256 colours
- Soundblaster card (or one that is compatible)
- Compatibility with WINDOWS 95 / WINDOWS 3.1 / DOS

### STARTING THE GAME

#### • Using DOS :

##### 1) Installation and startup

- Switch on your computer and load DOS.
- Place the CD-ROM in the drive.
- Access the CD-ROM (example: D:).
- Type :

INSTALL <destination drive>

(example : INSTALL C: or INSTALL D:)

- Choose the installation mode from the three modes available: MINI, STANDARD or MAXI. Depending on which mode is chosen more or less space will be taken up on the hard disk as the program will only copy the files required. The game will be faster when loading if it accesses files from the hard disk rather than the CD ROM.

Page 7 :

The MINI mode only copies the files needed for the game to run, minimising the space used on your hard disk. The MAXI mode copies all the files, the CD ROM will only be used to read the data needed for video clips or music. The STANDARD mode is a balance between the two.

- Having installed the game, to start go to the installation subdirectory on your hard disk (example : CD C:\TIME or CD D:\TIME), then type START.

## 2) Uninstall

Delete the games installation directory and its contents from you disk (example: DELTREE C:\TIME).

## 3) Configuration of the game

When starting the game a configuration (or “ set-up ”) page is displayed. It gives the optimal configuration (that can be changed if you wish). If you save the configuration, this page will no longer appear when starting up the game in the future. You can, however, go to it by pressing “ DEL ” when the program gives you the option when starting up the game.

This page also shows the available memory recognised by the game. It appears in the bottom right-hand corner as “ mem-... ”.

## 4) Specific problem when starting up using DOS

If the program stops at a certain point when loading and displays a memory error message such as “ Not enough memory ”: check that MS-DOS is not installing resident programs when starting up the computer which take up too much of the core memory (e.g. “ SMARTDRV ”). Try reducing the memory assigned to “ SMARTDRV ” in the files CONFIG.SYS or AUTOEXEC.BAT, which will alter the figure displayed on the configuration page).

Page 8 :

### • Using Windows 3.x :

#### 1) Installation and startup

When Windows 3.x is loaded:

- Go into DOS by clicking on MSDOS.
- Place the CD-ROM in the drive.
- Access the CD-ROM drive (example: D :).
- ...then follow the same procedure as with MSDOS...

#### 2) Uninstall

Use the Windows program handler and delete the games installation directory from your hard disk.

### • Using Windows 95:

### 1) Installation and startup

When Windows 95 is loaded:

- Place the CD-ROM in the drive.
  - Starting the game is normally automatic. If this is not the case, open the CD ROM drive window, then click on the SETUP icon displayed in the window.
  - Choose the installation mode out of the three modes available (see above “ Installation using DOS ”).
  - You can, if you wish, rename the game directory by clicking on the field giving its name.
- Once the installation has been completed a new window will appear asking you to configure your program for choice of keyboard, sound, joystick and graphic accelerators. The choice of a 2D or 3D accelerator could improve the smoothness of the game depending on the configuration of your computer.
- To save the configuration choose the “ Save the configuration ” button.
  - Then click on the “ Play ” button to launch the game.

If you wish to modify the configuration at a later date you will need to run the SETUP program again.

Page 9 :

When starting up the game in the future, you need only put the CD in the drive. Starting the game should be automatic. If this is not the case, open the CD-ROM drive window and click on the SETUP icon displayed in the window.

### 2) Uninstall

- Put the CD-ROM in the drive.
- Open the CD ROM drive window.
- Click on the SETUP icon displayed in the window.
- Click on the UNINSTALL button.

You can also delete the game by choosing the “ Add/Delete program ” option in the Windows 95 control panel.

page 10 :

## THE MAIN MENU

### ■ The opening sequence

Press <ESC> if you wish to go straight to the main menu.

### ■ Choice of language

This option is not always displayed. If it is, then click on the flag corresponding to the language you wish to choose

## ■ The Main Menu

This offers various options that are described in the following chapters.

Use the arrow keys and the <RETURN> key to select options. You can also use the controls on the game paddle. If nothing is selected after a certain time the program will start up in "DEMO" mode showing a computer controlled fight between two players.

Press <ESC> to get out of DEMO mode.

The <ESC> key is also used to get out of any panel and go to the prior menu, and when playing to display the Pause menu (see "Description of the screen" later).

Page 11 :

Description of the main menu:

■ One player: It is in "TOURNAMENT" mode that you must conquer all the warriors. They are chosen either consecutively or randomly and are controlled by the computer. The game level goes up with the succession of fights.

Each adversary corresponds to a "STAGE".

■ Two players: each player chooses his character, then the two players confront each other on the second player's territory.

■ Team game or "TEAM BATTLE" can be played with one or two players. The players choose the characters (between one and six) which will make up their team.

With only one player the other side is selected randomly and is controlled by the computer.

■ Game options: this screen allows the game's parameters to be changed.

■ Options: this screen allows all the technical elements (graphic, sound, keyboard) to be modified, access the score panels and to go into NETWORK mode.

■ To quit: will bring you back to DOS or Windows.

Page 12 :

## **SELECTION OF PLAYERS** **"PLAYER SELECT"**

■ Keys used to choose characters

The selection is carried out using the player's control keys.

Either at the outset with the keyboard (see “ the reconfiguration of the keyboard ” further on):

- for player 1, left-hand player: the <A> and <D> keys are used to move and the <U> to validate.

- for player 2, right-hand player: the direction arrow keys are used to move and the <8> on the numeric pad to validate.

Or with the game paddle: the direction keys to move and the left-hand key on the right-hand block to select (A key on most paddles).

Each character has two colours. If you wish to play with the second colour, press on the jump control (initially the default key is <W> for player 1 and the arrow going up for player 2), the characters setting will then be reversed.

### ■ **Selection for one player**

Choose your character by scrolling down the panel. The computer will then choose your adversary at random. The characters that have already been defeated in the tournament are out and the computer can no longer choose them.

The fight takes place on the 2nd player’s territory, that is to say, the computer’s.

A second player can take the place of the computer ("PUSH P2 START") by pressing his appropriate key for it to be taken into account and then by choosing his character. The fight then takes place between the two players, the winner will continue in the tournament.

Having said this, in order to win the tournament, the player must defeat ALL the other characters controlled by the COMPUTER.

Page 13 :

### ■ **Selection for two players**

The players choose their characters at the same time.

The fight takes place on Player 2’s territory as soon as both players have confirmed their choice.

The players’ scores are displayed in the middle of the screen and remain there until the return to the main menu or when quitting the game.

If the two players choose the same character, Player 2 will control a different coloured character to that shown on the display panel.

### ■ **Selection for a team game**

First choose the number of fighters in the numbers panel. Then choose them one by one. You may not choose the same character more than once.

You may, at any time, let the computer choose your characters for you randomly; press on the key corresponding to the TIR B (see the “ Description of controls ” further on, either, the <I> on the keyboard for player 1 or key <9> for player 2).

As long as player 1 has not validated his last character a second player can enter the list and choose team 2. He must press the validation key (<8>) and his numbers panel will be displayed. If not the computer will play as the second team and will choose randomly the same number of characters as side 1.

Page 14:

# THE RULES OF THE GAME

## ■ Scoring

To win a match (or a round) a fighter has to knock out ("K.O.") or have more life points than his adversary when the stopwatch signals that time is up ("TIME UP").

If the adversary leaves the ring ("RING OUT"), the fighter automatically wins. Fighters can only leave the ring when their adversary throws them out. They are otherwise forced to remain within the circle. The one who reaches the required number of rounds specified in the game options panel first is the overall winner.

The number of the round is announced at the beginning of each fight. If the two players have won the same number of rounds and only one round remains to win the expression "FINAL ROUND" is used.

If at the end of the fight the winner hasn't been harmed at all the word "PERFECT" appears on the screen.

## ■ A draw

A fight is declared a draw ("DRAW") when both players leave the ring or are K.O.'d at the same time ("DOUBLE K.O.") or if the fighters have the same number of life points at the end of the fight.

Draws are not taken into account. The players don't get any points. The round is replayed until one of the players wins.

Page 15 :

## ■ The "CONTINUE" function

In ONE PLAYER mode (tournament mode) if you have lost you can always pick up again at the same stage by pressing on your selection key when "CONTINUE" appears on the screen and before the countdown is finished.

## ■ Joining in of a challenger

In ONE PLAYER mode a second player can replace the computer at any moment in the fight. To do so he must press on the second player's selection button "PRESS START TO JOIN". He is then considered a new challenger "NEW CHALLENGER". The selection panel is then displayed and the second player must choose his character.

The winner of the fight will continue in the tournament. If the challenger wins he does not benefit from the wins accrued by the preceding player and will have to fight all the other warriors to win the tournament.

## ■ Team game

The first fight is between the first player in team 1 and the first player in team 2. The winner stays in the ring. The next fighter in the losing team replaces the loser. The matches are all in only one round.

The match is won by the team that has defeated all the others teams fighters.

## THE GAME OPTIONS PANEL

### ■ Ways to move

Use the up/down arrows to move in the menu and the right/left arrows to change to mode of the option selected. Press <ESC> to get out of the panel. You can also use the game paddle controls.

### ■ Description of the game options

■ Level: there are five levels. They vary the strength of the fighter played by the computer (only with one player).

■ Life points: you can change the life points of player 1 ("P1") and player 2 ("P2"), so as to restore the balance of the fights if the two players are of different strengths.

■ Self defence: can be activated for player 1 and player 2. If it is activated, the player blocks the blows automatically whether he stands still or whether he backs away. If it is not activated the player only blocks the blows if he is backing away when his adversary strikes.

■ Length of rounds: the time is shown in seconds. There is a mode that has no predefined time. The fight ends automatically when there is either a K.O. or a RING OUT.

■ Number of rounds: determines the number of fights that must be won so as to win the match.

■ Setting: in normal mode, it is player 2's setting that is displayed. You can opt for a random choice of setting or choose which setting you want throughout the game.

These choices are not available in ONE PLAYER mode. The fight always takes place on the computer's territory.

Each scenery has its own music.

■ Control: either joystick (specifying the port) or keyboard for players 1 and 2.

■ Replay: this option offers the choice of either replaying or not the last moves of the fight at the end of each match. "REPLAY" can be shown in either normal speed or in slow motion.

■ Camera: four camera positions are available normal (side on), from above, from the player's position, manually adjustable. For the latter the camera can be moved during the fight by using the following keys <Page Up>, <Page Down>, and <1>, <3>, <-> et <+> keys on the numeric pad. Note - the <RETURN> key allows the camera position to be changed during the fight and gives the view from both players' positions.

## THE TECHNICAL OPTIONS PANEL

### ■ The graphic options

All these options will vary the speed and smoothness of the game.

The default mode selections take into account the power of your computer.



- Resolution: VGA and SVGA modes. The sizes of the screens available vary according to the mode selected. The VGA mode may not be available for certain accelerator boards.
- Screen: the smaller screens (640x400 in SVGA and 320x160 in VGA) separate the vitality bars of the 3D scenery that speeds up the game noticeably. An even smoother supplementary mode for a small screen (320x200) is available for the SVGA.
- Perspective mapping: this option modifies the floor mapping. Visually it doesn't change much and the gain in speed is noticeable. The default setting is OFF.
- Objects: you can opt not to have the 3D objects in the foreground of the scenery. It applies only to certain scenes (e.g. the Buddha statues in the Dong setting). There isn't much gain in speed.
- Light: in OFF mode the lighting effects are calculated in advance; in ON mode they are calculated in real-time. The gain in speed is noticeable. The default mode is OFF.
- Shadows: there are three settings, shadows calculated in real time (FULL), just a little shadow or no shadow at all. The calculation of shadows in real-time being fairly complicated means that the gain in time using just a little or no shadow speeds the game up noticeably.
- Texture: you can switch off the characters' texture mode but facial textures will remain.
- Scenery: this option allows you to delete the background scenery. The fights will take place on a plain background.

Page 19 :

### ■ The reconfiguration of the keys

You can reconfigure the keyboard keys for both players.

The TIR A key corresponds to the player's selection key.

To change a key, press the key then press <RETURN> and then press the key of your choice. It will then appear on the screen. If the key doesn't have a representative image a double question mark will appear but the new key will have been taken into consideration anyway.

### ■ Sound options

■ Sound effects: you can switch off the sound effects (OFF), or if they are ON you can regulate the sound level by choosing the following option and then using the right/left arrows.

■ Music: you can switch off the music (OFF) or if the mode is ON you can regulate the volume in the following option by using the left/right arrows.

You can also choose your own music CD. Put it in your CD ROM drive and wait for it to be acknowledged. Three modes are then offered: normal, selective and random. Whichever mode is chosen they will be played continually. The normal mode follows the order of the music on the CD and goes back to the beginning when the CD is finished. The Random mode chooses the music on the CD randomly.

The selective mode gives the option of choosing a particular music (a track). Using the left/right arrows makes the selection. If the program needs to access the game CD a message appears on the screen asking you to put the CD in the drive. After it has loaded, you may then take it out and put your music CD back in.

Page 20 :

### ■ **The score panels**

To go from one page to the next use the left/right arrows. Press on the <ESC>, <RETURN>, <SPACE> or strike button to get out.

■ **"HISTORY"**: this panel displays the ranking of the fighters in TWO PLAYERS mode based on the number of matches having been played since the installation of the game. The scores are saved automatically after each match. The ranking is based on the difference between the number of wins and the number of defeats.

Thus you can organise a championship between several players over several days. Each player keeps the same character. From this page you can put the scores of each of the characters back to 0 by pressing <F1> to <F10>; these keys represent the ten characters in the order of their ranking (the <F1> key puts the score of the winner back to 0. The <F2> will put the character in second position back to 0 and so on). Use the <F12> key to put ALL the scores back to 0.

■ **"HISCORES"**: this panel gives the ranking in ONE PLAYER mode on one page. This ranking is based on the number of adversaries defeated (STAGE), in the case of a draw it is the time taken to defeat all the adversaries that is taken into account.

From this page you can put all the scores back to 0 by pressing on the <F12> key.

Page 21 :

### ■ **Connection in network mode**

For two players to be able to play in the network mode both computers must be linked up. To link them choose the network mode that you use in the menu. "CREATE A GAME" gives another player the option of connecting up to your game. Having selected the network mode you can either create a game or connect up to an existing game by choosing its name. If you create a game you must enter its name. This name will appear in the menu and the other player will be able to link up by selecting it.

Once the two players are connected they have to go to PLAYER SELECT for TWO PLAYERS or TEAM GAME.

The player who created the game is remains player 1 in the PLAYER SELECT and the player who linked up is always player 2. But both the players USE THEIR OWN PLAYER 1 CONTROLS.

The game options are those on the computer that created the game.

To disconnect, go back into the technical options menu. Choose the DISCONNECT option which has replaced the CONNECT option and the game will come back to the normal mode.

## Page 22

### SCREEN DESCRIPTION

- 1 - player 1's life points bar
- 2 - player 2's life points bar
- 3 - player 1's magic bar
- 4 - player 2's magic bar
- 5 - name of player 1
- 6 - name of player 2
- 7 - stopwatch: time remaining
- 8 - player 1 has won a fight
- 9 - player 2 has won two fights
- 10 - total time elapsed
- 11 - stage number

## page 23

### ■ The ESC key

This key allows the fight to be stopped and the PAUSE menu to be displayed. It gives you the option of quitting the game (RESET) or resuming the fight (CONTINUE).

### ■ The RETURN key

This key allows the camera mode to be changed during the fight. Thus the camera moves successively into the following modes: view from above, player 1's view, player 2's view, manual control (use <Page Up>, <Page Down>, and <1>, <3>, <-> and <+> keys on the numeric pad) and lastly the normal, side on view.

### ■ The score panels

■ One player: this panel appears at the end of the fights. The score is established according to the number of adversaries defeated (STAGE), in the case of a draw it is the time taken to beat the adversaries that will be taken into account. The background scenery is that of the winner.

You can also check the scores from the technical options panel.

■ Two players: the panel appears when you quit the TWO PLAYER mode and go back to the main menu. The score is established according to the difference between the number of victories and the number of defeats.

You can, for example, organise a championship with several players, each player keeps the same character.

The scores go back to zero as soon as you quit the TWO PLAYER mode.

- Team game: a summary is given of all the fights "TEAM BATTLE RESULTS". The yellow chains show player 1's victories and the purple chains those of player 2.

## Page 24

### DESCRIPTION OF THE CONTROLS

The fight only begins when the word "FIGHT" is deleted.

- Standard moves

- On the keyboard: initially the configuration of the keys is as follows (on an QWERTY keyboard):

	Player 1 - left-hand side	Player 2 - right-hand side
Jump	W	
Crouch	S	↓
Go to the right	D	→
Go to the left	A	←
Rapid weapon strike	U	8
Powerful weapon strike	I	9
rapid kick	J	5
Powerful kick	K	6

You can use several keys simultaneously.

Jump forward/backwards: Jump + go to the right or left.

To fend off: move backwards when the enemy strikes. In "Self-defence" mode the strike is warded off even when you remain still.

You can fend off the adversary whilst remaining crouched down by holding down both the Move Backwards and the Crouch keys.

When a strike is fended off a blue flash appears at the point of impact.

Page 25 :

- Using the game paddle: if the players are reversed the controls will also be reversed.

Fend off/retreat in standing position => parade/retraite en position debout

Fend off in crouched position => parade en position accroupi

Crouch => s'accroupir

Move forward => Avancer

Jump forward => sauter vers l'avant

Jump => sauter

Jump backwards => sauter vers l'arrière

Rapid weapon strike => coup d'arme rapide  
Rapid kick => coup de pied rapide  
Powerful kick => coup de pied fort  
Powerful weapon strike => coup d'arme fort

## page 26 :

### ■ Common controls for all the characters

Description of the symbols used (for a character facing towards the right; if he's facing towards the left inverse the keys Forward/Backward):

Forward: → Backward: ← Jump: Crouch: ↓  
Rapid weapon strike: A Powerful weapon strike: B  
Rapid kick: C Powerful kick: D  
Linking the moves: / (for it to work they must be carried out quickly)  
Simultaneous strikes: (keys pressed at the same time).

- Move forward:
- To walk quickly: → / →.  
If you wish to run, press → once, and then immediately press → again and hold it down for a moment.
- Jump backward: ← / ←
- Roll to the side: the adversary can be avoided and his attack side-stepped.  
Roll away: ↓ /  
Roll forward: ↓ / ↓
- Turnaround: you could find yourself with your back to your adversary, to turn around use the backwards directional key: ←  
Turn around whilst hitting your adversary: ← + B
- Getting up from a fall: having been thrown to the ground you can get back up in different ways:  
Forwards: → Whilst striking with a weapon: → + A  
Backwards: ← Whilst kicking: → + C
- Attack whilst jumping: first jump with , then strike out whilst in the air.
- Attack whilst down: if your adversary is down, you can strike by doing the following: + A
- Projection: if both adversaries are very close it is possible to hurl the other one by doing the following: ← + D

## page 27 :

### ■ Special and magic moves

■ Special moves: each character has many special moves. They are better than the standard moves. They require the exact use of a combination of keys. There are two examples per character in the “ Description of fighters ” chapter.

■ Magic moves: every time there is a successful blow both players’ magic bars fill up. To even out the game the bar of the player who was hurt fills up quicker than the attacking player’s. As soon as the bar is full it begins to empty quickly and it is during this time that it is possible to carry out a magic strike. This corresponds to a combination of keys. The sooner the magic strike is carried out, the more effective it will be. A magic strike can never be totally warded off. The person who receives the strike will always lose a few points.

Example of a magic strike for the IZ-BAAL character :

← / ↙ / ↓ / ↘ / → / ← + B

■ "COMBOS": are the linking are very rapid moves in a specific order. There can be up to 10 linked moves. The linking stops as soon as a wrong key has been pressed or you haven’t been quick enough in striking out.

Example of a COMBO for the IZ-BAAL character:

→ / B / B / B / B / D

page 28

## DESCRIPTION OF THE FIGHTERS

### • Yrwen the Celt

- Human age: 23 years old - Height: 1m85 - Weight: 80 kg

- Weapon: long sword

- His origins are unknown. Yrwen is a lone and reserved adventurer.

It is said that he was baptised by the witch, Tytiou, which could explain his great magic skills.

He cares little for what is actually at stake in the tournament. He is a man who likes the challenge and compares himself to the other champions to see if he really is the strongest.

- Example of special moves:

**Celtic Arrow**: ← + A / hold down ← and repeat A to strike

**Steel Cromlech**: → + B / release → and repeat B to continue striking

### • Hysis the Egyptian

- Human Age: 20 years old - Height: 1m64 - Weight: 53 kg

- Weapon: two sabres

- According to the writings of the first scribes, this daughter of Pharaoh

Khanaton is committed to perpetuating the glory of Upper Egypt after the collapse of the Judaeo-Christian civilisations. Since her birth the high priests have been preparing her for this mission. Hysis has become a specialist in two sabre combats and her qualities as priestess make her an impressive adversary.

- Example of special moves:

**Half-moon:** ↓ / ↘ / → + D

**Cheops Jump:** → / ↓ / ↘ + B

page 29 :

• **Molloch the Barbarian**

- Human Age: 30 years old - Height: 1m88 - Weight: 89 kg

- Weapon: axe

- Back from a victorious war against the Skulls, Molloch learnt that his wife, Princess Elonia, was unfaithful with Yrwen during his absence with and had Yrwen's son. Enraged, Molloch had all the children in his palace killed and then went to live in the Arnor forest. Thanks to this tournament Molloch has finally found the opportunity to confront Yrwen.

- Example of special moves:

**Stone Knee:** ↓ / ↘ / → + D

**Arnor Scissors:** ↓ / ↙ / ← + D

• **Sultan Iz-Baal**

- Human Age: 28 years old - Height: 1m78 - Weight: 71 kg

- Weapon: scimitar

- Iz-Baal was the youngest Sultan of Baghdad. He has reigned for 15 years and would like to enlighten the world with "The Thousand and One Lights of the East". All of sovereign, brigand, fakir, warrior and dealer in slaves this multifaceted character has carried out some memorable exploits and has given rise to numerous stories. According to the Book of Eunuchs, Iz-Baal is in fact a spirit with mystical origins.

- Example of special moves:

**Marvellous Lamp:** ← + A / release ← and repeat A to continue striking

**Eastern Sabre:** ↓ / ↙ / ← + B

page 30 :

■ **Shodan the Samurai**

- Human Age: 25 years old - Height: unknown - Weight: 74kg

- Weapon: katana

- The greatest Samurai from the Muromachi era, Shodan gained his independence early by travelling across feudal Japan offering his services to the richest lords. He has an incredible power of concentration and dreams of restoring the Shogun dynasty. He must also exact retribution against Dong, because of the Chinese monk's insult during the Zen Grand Masters tournament.

- Example of special moves:

**Rising Sun:** ↓ / ↘ / → + D

**Shinto Voyage:** ↓ / ↓ + D

• **Dong the Chinese Monk**

- Human Age: 65 years old - Height: 1m61 - Weight: 50 kg
- Weapon: Stick
- Founder of a new Buddhist order in the 14th century, based on transcendental meditation. Dong wishes to win the tournament so that he can spread his doctrine across the planet. He then hopes to reach Nirvana. Dong knows every ancestral fighting technique. He has chosen a stick called the Bo-do for the tournament.
- Example of special moves:  
**Great, Small Wall:** ↓ / ↙ / ← + C  
**Awakening of the Lotus:** ← + B (in close combat)

page 31 :

• **Olof the Viking**

- Human Age: unknown - Height: 1m90 - Weight: 89 kg
- Weapon: war hammer
- Unrepentant and cruel invader. Olof the Viking wants to conquer the World. He is counting not only on Thor, the God of Thunder, to give him the strength to defeat all his adversaries but also his war hammer - that has allowed him to stay on the throne and on which he would like to have engraved the following title “ Olof I, King of the World ”.
- Example of special moves:  
**Odin Banquet:** ← + A (in close combat)  
**Snow Hammer:** → / ← + A

• **Apokles the Spartan**

- Human Age: 33 years old - Height: 1m80 - Weight: 74 kg
- Weapon: double-edged sword
- Apokles is a glorious warlord. He is protected by Hephaistos, the God of Fire who gave him his victory at Sparta against the Athenians. He is also an exceptional warrior who killed the Gorgon, Medusa, during a single fight on the Island of Skiros. Worshipped by the Olympian gods he is the new Hercules who is going to restore Greek leadership.
- Example of special moves :  
**Zeus' Dive:** ← / → + B  
**Agile Heels:** ↓ / ↘ / → + D

page 32 :

## APPENDIX I

### PRECAUTIONS TO BE TAKEN WHEN USING ANY VIDEO



- Do not sit too close to the screen.
- Play the game at a safe distance from the television screen, as far as the connection lead will permit.
- Preferably use a small screen for video games.
- Avoid playing if you are tired or lacking sleep.
- Make sure the room you are playing in is well lit.
- Take breaks of ten to fifteen minutes every hour when playing video games.

## **EPILEPSY WARNING**

To be read by yourself or your child before  
playing any video game

Certain people are liable to have epileptic fits or lose consciousness when looking at certain flashing lights or elements that are common in our daily lives. These people are at risk of having fits when they look at certain pictures on the television or when they play certain video games. This can occur even with people who have no previous medical history of this problem or have never had an epileptic fit.

If you, or a member of your family, have had symptoms linked to epilepsy (a fit or loss of consciousness) when confronted with certain lighting consult your doctor before playing any game.

We advise parents to keep an eye on their children when they are playing video games. Should you or your child show any of the following symptoms: dizziness, blurred vision, contraction of eyes or muscles, loss of consciousness, orientation problems, spasms or convulsions then stop playing immediately and seek medical advice.

Page 33 :

## **APPENDIX II**

SILMARILS is a French company created in 1987. It has created numerous products over the years.

Below is a list of our main products available on PC CD ROM :

### ■ **DEUS**

Latest product created by the company. It is an action-adventure game in 3D and includes a survival/afterlife simulation.

### ■ **SILMARILS' HISTORY**

A compilation of the company's ten main games: Robinson's Requiem, Ishar 3, Transarctica, Storm Master, Bunny Bricks, Targhan, Crystals of Arborea, Starblade, Colorado, Windsurf Willy.

### ■ **ISHAR TRILOGY**

Compilation of the three role playing games from the Ishar trilogy.



Our address:

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page 34 :

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page 35 :

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