

Wortur

2093-1944



The story

Eingegangen am 8. Juni 1943
B. Nr. 1149. / 2110

The year is 2093, and the planet is under control of the Nazi World Order organisation. Unlike it is being taught now, it has not always been so. It all started around 1944, during the last Great War. This seemed to be the final stage of the war, the beginning of the end. Unexpectedly for the Allies, as for the Germans themselves, Wehrmacht started succeeding in every battle - great or small, on every front, however difficult circumstances would be. Quickly they reclaimed rulership over territories they had lost and started moving forward - East, West and South - with aggression and force not seen before.

It was hardly to believe that it was the German military technique or their leaders' tactical skills. People started to talk about final development of the Wunderwaffe, especially that not many managed to flee from the battlefields to tell what they have seen - their reports were unclear and not explaining anything. Nevertheless the world was unable to stop Fuhrer and his Reich.

In the grim years after the war, the bleeding world hardly could see that the destruction was proceeding. Although the war itself was finished, something very strange was going on.



The story

GEHEIM !

Constantly increasing number of storms, weather and gravity anomalies, catastrophes and disasters of uncertain origin and great power, were causing as many casualties as the war. Nobody knew what was going on, nobody knew why. Hardly anyone was able to compare this with the situation before the war, for the Nazi Order successfully erased all the history... blinded the truth.

Jurgen Mortyr, the Nazi officer, was the lead commander of a scientific military program in the Swedish District. He noticed that there were more catastrophes around the great military complexes he could not understand why but he started noticing a relation between the secret military areas and the trail of destruction seeming to destroy the world.

After a years of work, research and investigations on their own, he and his small group of co-workers were sure that it was some kind of "Wunderwaffe" that helped the Nazis win the war, and because of its use our planet was falling apart. The secret appeared to be the Time Machine! Technology not revealed to the knowledge of humanity, used for the first time in 1944 to extract a weapon of the great power from the future... and change the destiny of humanity.

The story

The decision was taken quickly. There was the choice between doing nothing and waiting for the world to fall apart (probably long before that Jurgen's conspiracy would be discovered and he and his people lost) or using the Machine and sending someone back to 1944 to prevent it's first use.

It was Jurgen's son, Sebastian, who was to go. Perfectly trained, combat and weapon expert, he was the only person Jurgen could trust.

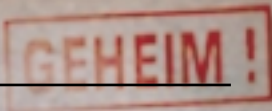
His mission was to be easy, though. Sent exactly to Time Machine inventor's chamber, at the precise moment he was asleep, Jurgen was to terminate him and destroy the plans, then get to the machine, deploy the detonators and flee back before the explosion would destroy it all.

Unfortunately something went wrong. No one exactly knows how, but Sebastian appeared somewhere outside the castle, in the small chapel. Alone and unarmed, he was determined to complete the mission, no matter what tries to stop him. Will he succeed? Well, who knows?

Distrkt Thorn
Der Kreishauptmann in Thorn
. 11 149/42 . g - III B -

Them
Sing. am 12.9.1943

Warming up



Minimum hardware requirements:

- Pentium® 166.
- 32 MB RAM.
- Windows® 95 or 98.
- Hardware 3D graphics accelerator Direct3D compatible.
4MB video adapter.
- 4X CD-ROM.

Recommended hardware requirements:

- Pentium II® 350.
- 64 MB RAM (96 if AGP adapter in system).
- 2-nd generation AGP 3D graphics accelerator.
- 16-bit soundcard, DirectX compatible.
- Mouse.

Warming up

Eingegangen am 8. Juni 1993
B. Nr. 1149/12110

Before you start:

Make sure you have all the latest hardware drivers. Especially 3D accelerator and graphic adapter drivers are important! You may find the latest version on hardware producer's WWW pages. Remember that these drivers are constantly updated and new software may require the latest updates.

Before you install Mortyr close all the other applications and programs. You must install Mortyr on your hard drive, it is impossible to play directly from the CD-ROM. To do this just insert the CD-ROM into your CD drive. A setup wizard prompt will appear - just follow the instructions. If the setup program does not start after inserting the CD-ROM, you must manually start it. Click (double click on some systems) "My computer" icon, your CD drive icon, then SETUP.EXE

After the installation finishes go to Start menu, "Programs", "Mortyr" and finally Mortyr icon, that runs the game. That's it.



Warming up

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It is recommended that you run the "Settings" program first time after the installation, so you are able to check if detected video and sound systems are the same you have in your computer. You can also use it to enable/disable some features that may affect the speed of the game. You must have the game CD in you CD-drive when you play.

Many computer games and other programs use Microsoft DirectX - a set of drivers and system add-ons that allows these programs communicate and control hardware in a faster and more efficient way. Games use DirectX drivers to display graphics, play music and sound effects, control joysticks and network play and so on. If you don't have the DirectX installed, the game will not run. If DirectX drivers are not configured properly or they are out of date, you will probably be able to start the game, but it will crash, return to the desktop or just not work properly.

Warming up

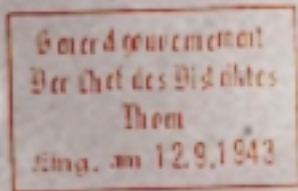
You will find the required DirectX version - 6.1 - on Mortyr CD, in the DIRECTX folder. In case of DirectX related problems, run DXSetup.exe from the folder above to reinstall DirectX.

Common problems:

1. Necessity to install latest DirectX and hardware drivers. 3D accelerator drivers are most important. They can be found on hardware producer's Web pages.

2. Virus infection. Either the game will not work properly, or you will get the blue screen with the VXD module error information. Original CD's are checked and do not contain any known viruses.

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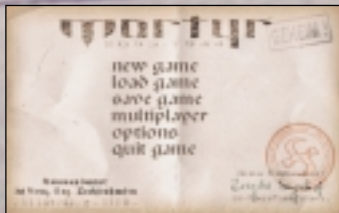
Warming up

GEHEIM !

3. Not enough free space on a hard drive. This is required for a swap file - the bigger, the less RAM you have.
4. Incompatible hardware. Some non-Intel processors, for instance, may slow the game down because of different architecture. This depends on system architecture rather than the single component.
5. If you still encounter problems, try to find some info or patch on Mortyr Web site, or on some magazines' cover CDs.

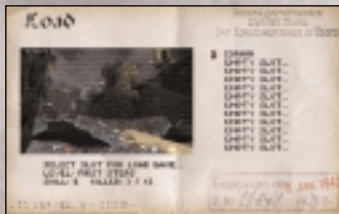
Game menus

Main menu is to be accessed by pressing Esc key during the play. Use Up/Down arrows to move upwards/ downwards, Enter to accept the choice and Esc to go back.



To start the single player game, choose "New game" from the main menu. You will be prompted to pick the skill level, from easiest to toughest. They differer by the number of enemies, their accuracy, by way they behave and the range the enemies can shoot from.

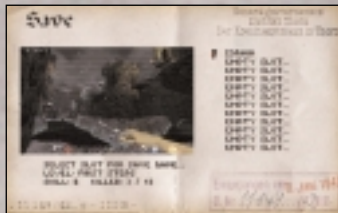
To load the game, pick "Load game" from main menu. An appropriate screen will appear, with the list of saved games. Going to any will show the screenshot from the moment the game was saved, plus some additional info below.



Game menus

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To save your game, pick "save game" position from the A screen as shown here will appear. You will be able to select the slot to save your game. Moving through occupied slots will show you the screenshot and status of games saved there. Pick an empty slot or previously saved game to be replaced.



To start or join the Multiplayer game, pick the "multiplayer" position from the menu. Network connection screen will appear, prompting you to select a connection you wish to establish or join. The general rule is that one of the players starts the multiplayer server, after that all the others connect to the server to join the game. They must use the same protocol as the server.

The IPX/SPX mode is the most user-friendly. No additional parameters required.

Game menus

TCP/IP protocol is the standard Internet Protocol. To use it, all the players must know server's IP number and enter it just below the TCP/IP prompt. This is a little more difficult, when playing through the Internet, the IP number is always unique and depends on the area/network/computer you're playing on.

To check your IP number, go to Start menu, pick "Run", type "winipcfg.exe" and click OK. The program that appears shows you the IP numbers for your network adapters.

When connecting via modem, you must enter server's phone number.

When connecting through the serial port, the default is "COM1:". You may change it, when needed.

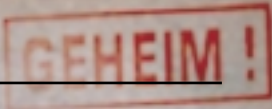
If you picked desired connection type (and typed in additional parameters, when required) press Enter.

You will be given the choice of set up the character you will be playing, start a game (server) or join any of the existing servers - the list of detected servers, if any, will appear.

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Game menus

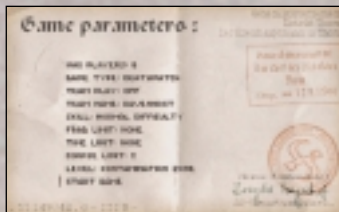
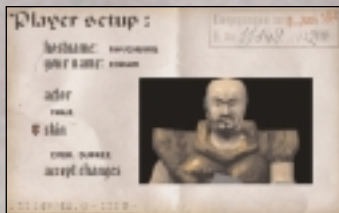


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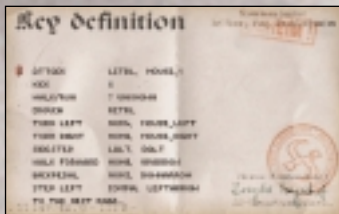
detected servers, if any, 12

Game menus

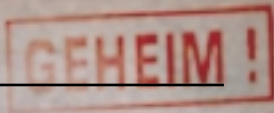
The options menu, accessible from the main menu, lets you change controls, audio & video options plus some additional features, like mouse sensitivity, display bar (hud) or parental lock.



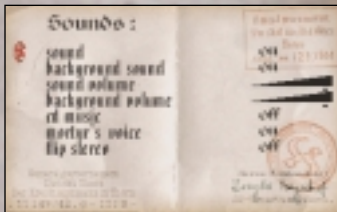
When you pick "customize controls" in the options menu, the key definition window will appear. It allows you to change your keyboard/mouse functions. Just pick a command, hit Enter and the key you want to execute it.



Game menus

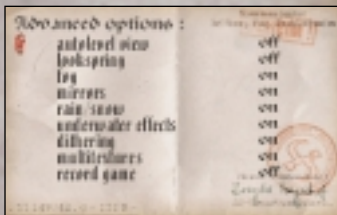


Sound menu has some settings affecting what you hear during game. "Sound" turns all the sounds except background on and off. Background sound is responsible for the background itself. You can also adjust their volumes, turn CD music on and off, flip stereo (left and right channels) and regulate sentences that our hero speaks during play.



Advanced options menu allows you to set some additional features, affecting the gameplay and the speed and look of the game.

There is also an option to record your own demos - they are stored in the Mortyr "data" subdirectory, as demonXX.dem, where XX is the number from 00 to 09.

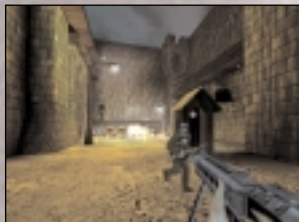


To quit the game, choose "quit game" from main menu and press "Y" when asked.

How to play

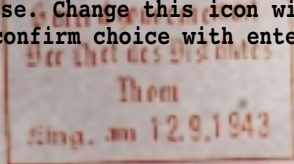
Mortyr is the First Person Perspective game, which means that the world is shown as if from the player's eyes.

Here you have the screenshot from the action. You can see the 3D scenery, the gun you carry (bottom left corner) and a line of icons and numbers in the bottom. The first number (red cross icon) is your health. 100 is maximum, 0 means that you're dead. Next (middle of the screen)



is the amount of ammo you have for the gun you're carrying. The third number, with the icon of body armour, is the amount and quality of the armour you are wearing. The more you have, the less health you will lose when hit. The last, standalone icon shows last picked item. It is the item or weapon you can use. Change this icon with square brackets - [and] - and confirm choice with enter.

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How to play

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Default keyboard/mouse settings:

Move forward/back	- arrows up/down.
Step left/right	- arrows left/right.
Turn all the directions	- move mouse.
Look up/down, additional	- A/Z
Turn left/right, additional	- 4, 6-numerical keyboard
Jump/swim up	- mouse right button
Attack/shoot	- mouse left button
Crouch/dive	- CTRL
Weapon select	- keys 1, 2, .. 0
Zoom	- TAB
Change item	- square brackets
Use item	- Enter
Lamp on/of	- L
Infrared on/off	- I
Night vision goggles on/off	- N
Jetpack on/off	- J
Kick	- X
Menu	- Esc
Console	- ~
Credits	- F1
Change status bar position	- F2
Create screenshot	- F11

How to play

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Note: there are two ways the crosshair works. The default is firm, static. (type aim off in console to make crosshair static, as it is by default). In this mode the bullet may hit a little right from the crosshair, as the bullets do not fly out from the centre of the screen, but from the weapon, held in hand. To see it right, go to console and type aim on. In this mode the crosshair always shows the direct point where the bullet hits, so it is more useful, although the crosshair may wander through screen (observe it moving closer to the wall).

When targeting an object or enemy, the crosshair turns red.



Items and enemies

GEHEIM !

You will meet many different objects and items playing Mortyr. Some of them are the part of the scenery, some can be pushed, crashed or exploded, some are to be picked up. You collect items - health, armour, weapons, ammo and special equipment - just by walking over them.

Switches, doors and elevators are activated when you get close or step on them. Some elevators work when you get on them, some need a switch pushed in order to work. Special switches need special keys or cards to operate - these you usually collect in guarded places or take from dead officers.

There are medpacks and armour to be found. Medpacks restore your health, while armour is worn and protects your body, decreasing damage you get when shot. The maximum level of health and armour is 100, but even when full, you may collect more of both, to use later. You may carry 100 points of armour and health with you.

Items and enemies



Weapons and ammo to be used in 1944:

Combat knife. Excellent, silent weapon for close combat. Basic equipment. (key: 2)



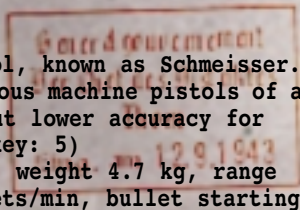
P-08 Parabellum Pistol, also known as Luger. Basic weapon of Wehrmacht officers. (key: 3)
cal. 9mm, weight 900 g, range 50m,
24 bullets/min, bullet starting speed 320m/s.



Mauser rifle model 98. Deadly, precise weapon used for a longer distances. (key: 4)
cal 7.92mm x 57, weight 4.1 kg,
10-12 shots/min, range: 2,000 m,
precise up to 800m.



MP-40 machine pistol, known as Schmeisser. One of the most famous machine pistols of all the times. Fast, but lower accuracy for longer distance. (key: 5)
cal 9mm Parabellum, weight 4.7 kg, range 200m, 350-400 bullets/min, bullet starting speed 320m/s.



Items and enemies

GEHEIM!



MG-42 Maschinen Gewehr. One of the most feared killing machines of the War. Almost no accuracy at all, but it's speed makes it a devastating weapon. (key: 6)

Cal 7.92mm x 57 (Mauser bullet), weight 11,4kg, max range 3500m, 1250-1500 bullets/min, bullet starting speed 760 m/s.



M-24 hand grenade. To be thrown. Explodes 4 s after the pin is removed. (key: 7)
Weight 0,5kg, explosives 180g, range up to 35m. Devastating in the range of 3-6 m.



Panzerfaust. Rocket launcher designed to destroy tanks and heavily armoured vehicles. Useful against a huge group of enemies. Not reloadable (key: 8)

Cal 150mm, weight 5.3 kg, range up to 100m, Length 1048 mm, missile weight 2.8 kg, explosives weight 1.66 kg.

Items and enemies

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Flame thrower. Uses burning liquid fuel under pressure. Extremely dangerous (key: 9)



5 bullets cal 7.92 x 57, for use with Mauser rifle or MG-42.



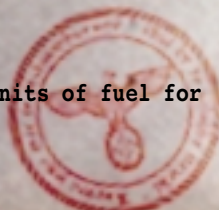
50 bullets cal 7.92 x 57, for use with Mauser rifle or MG-42.



32 bullets cal 9mm Parabellum. For use with P-08 pistol or MP-40.



Fuel container. Contains 20 units of fuel for flamethrower.



Items and enemies

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1944 opponents:



Alsatian hound. Fast, dangerous, with a perfect sight and smell. Alarms the enemies and bites you.



Sturman (Wehrmacht). Basic enemy. Armed with Mauser rifle, can be a tough opponent, especially in a group.



Scharfuhrer (Wehrmacht). Usually on guard, standing hidden. Armed with MP-40.

Items and enemies



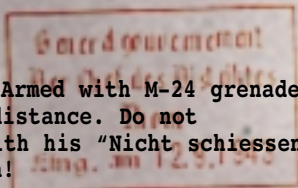
Rottenfuhrer (Panzergrenadier SS). Perfectly trained, armed with MG-42. Deadly! Do not get close!



Untersturmfuhrer (SS). Not too dangerous himself, but able to call his soldiers and command them. And don't forget his P-08!



Volksturm Sturman. Armed with M-24 grenades. Better watch your distance. Do not let him fool you with his "Nicht schiessen" and hands held high!



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Items and enemies

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German Panzerfaust soldier (SS). Armed with Panzerfaust. His weakness is that he has to get another Panzerfaust after every shot, but beware! He seldom has to.



Machine gunner (Panzerfaust soldier SS) with stationary MG-42. Use extreme caution and watch for grenades.



German sniper. Mostly in hidden places, using a Mauser rifle with a deadly precision.

Items and enemies

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...urmfuhrer. Gestapo Officer. He is able
...ck your papers and raise the alarm,
...are! Armed with P-08 pistol.



...rse. She is not armed, but usually
...ng medpacks.

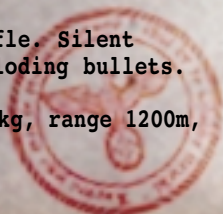
weapons and ammo:



...P 02 Laser Pistol. Shoots 5 laser impulses
...ow. Battery holds approx.
...pulses. (key: 5)



...ubautomatic Assault Rifle. Silent
... shoots bouncing, exploding bullets.
...ccuracy. (key: 6)
...2mm x 51, weight 2.52 kg, range 1200m,
...llets/min.



Items and enemies

GEHEIM!



a. An ultimate devastating weapon. Low
cy. (key: 7)
mm, weight 12.6 kg, range 1600m, 1800
bullets/min. Caution! Exploding bullets!



ontrol. Disrupts minds of both the life
and electronically controlled machines.
them attack their own comrades.
very useful. (key: 8)



launcher. Shoots a plasma bolt that
slow, but able to bounce, exploding
great strength when life form hit.
(key: 0)



20 battery, containing energy for LP-93
pistol. 10 energy cells.

Items and enemies



20 cal 7.62mm bullets for Subautomatic Assault Rifle.



40 Gehenna seeds. Exploding bullets, cal 20mm.



5 plasma bolts, for use with Plasma Launcher.

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Thorn
Sing. am 12.9.1943

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Items and enemies

GEHEIM!



Future enemies:

Automatic gun turret. Very dangerous.



Heavier version of an automatic gun turret.
Keep your distance!



Biocycborg. Improved version of a human soldier. Faster, stronger and harder to kill. Uses LP-91, an older version of LP-93.

Items and enemies

Eingegangen am 8. Juni 1943
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Female-based version of a biocyborg.
Even more dangerous.



Heavy Combat Droid. Armed with 4 Gehenna Launchers and a Flame Thrower. Slow, but heavily armoured. His great firepower makes him an extremely dangerous opponent, especially because he is usually with a biocyborg escort.

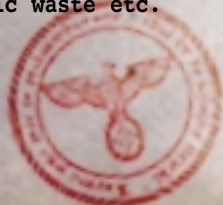


Miscellaneous objects:

Biohelmet, to protect from dangerous environments, like acid, toxic waste etc.



Light. Useful in the dark.



Items and enemies

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pack. 25 points of health.



pack. 5 points of health.



metal armour. 50 units.



leather armour. 75 units.



metal. 5 units of armour.

Items and enemies



the key. Used to open locked doors, usually carried by officers. Three kinds: golden, silver and blue. In the future replaced by access cards.



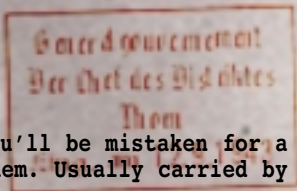
infrared helmet. Useful when fighting in the darkness, for you will see each enemy as the bright red shape.



night vision goggles. Useful in the darkness you will see everything light green.



documents. You'll be mistaken for a Nazi, when using them. Usually carried by officers.



Items and enemies

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Quantum Receptor. Divided into 6 pieces scattered around the castle. Vital part for the Time Machine to run.



The siren. Calls soldiers, raising the alarm. Destroy it fast!



Personel jetpack. Lets you fly.

Game creators

Eingegangen am 8. Juni 1943
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Producer:

Tomasz Mazur

Product Manager:

Pawel Kalinowski

Lead Programmer:

Sebastian Zielinski

Coordination & Level Design:

Andrzej Wilewski

3D Graphic and Animation:

Bartlomiej Biesiekirski

Architecture, 2D graphics & Design:

Dominik Redmer

Level design:

Krzysztof Zarzycki

History & weapon consultant, sound FX:

Jakub Redmer

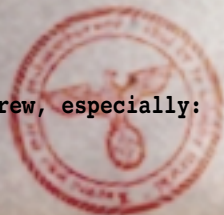
Music:

Przemyslaw Piotrowicz

Invaluable support thanks go to iMagic crew, especially:

Mike Pearson - Producer

Tony Miranda - Lead Tester



Thanks

GEHEIM!

Great thanks to all, who were helping us during the game development.

Very special thanks go to:

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