

A SKYREALMS OF JORUNE™ ADVENTURE

ALIEN LOGIC



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Online Manual Edition: September 1996

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TABLE OF CONTENTS

INTRODUCTIONi	Dysha Slots & the Weave Display ...17
GETTING STARTED1	The Readiness Indicator17
Completing Your Adventure1	Selecting a Dysha.....17
What You'll Be Doing.....2	The Dysha Level Indicator.....17
Seeking the Mysteries of Isho.....2	BIO-TEC18
Cutting Bio-Tec Corks2	Corks.....18
Using Crystals2	Incupods18
Entering WarpWorld & Using Warps3	Laser Scalpel / Cutting Kit18
MODES OF GAME PLAY3	The Four Common Recos.....18
Side-View Mode3	Reco Failures19
Side-View Screen Layout.....3	BESTIARY20
Game Governor Menu Options...4	MISCELLANEOUS ITEMS30
Game Actions5	SHANTHIC SITES30
Side-View Exploration Mode5	THE STORY OF THE
Tra-Sense.....6	EARTH COLONY ON JORUNE32
Side-View Dysha Mode.....6	GENERAL INFORMATION36
Encounter Mode8	The Planet Jorune.....36
Tracker Mode9	Isho36
How the Terrain Map Works.....9	Moons of Jorune.....36
Zoom Map Mode10	Crystals.....37
How the Zoom Map Works10	Crystal Fields37
Zoom Map Scanner.....10	Warps and WarpWorld.....37
How the Jorune Map Works12	SkyRealms.....38
Bio-Tec Cork-Cutting Mode12	Geographical and
WarpWorld Mode14	Political Realms of Jorune.....38
Weaving World Mode15	
DYSHAS16	
Dysha List17	
Power Orb17	
Power Hold17	
Flame Touch.....17	
Reflect.....17	

THE WORLD OF ALIEN LOGIC

ALIEN LOGIC is set on the far-off world of Jorune, settled by colonists just before a catastrophic war cut off all communication with Earth. At first friendly with Jorune's native life forms, humans eventually attempted to conquer their new home. The result: hundreds of years of bloody conflict.

Three thousand five hundred years later, Earth is only a shadowy myth. Humans and other races live together, surviving by using the technology and tools from distant times.

This is your time on Jorune. As a young explorer, you discover a plot that threatens the safety of your friends, your home, and finally, your world. Gather your power and skills while travelling the face of the planet. Solve mysteries, and engage in deadly combat to prepare yourself for the final encounter with an enemy from Jorune's hidden, terrifying past.

WHAT COMES WITH THIS GAME

In addition to this rule book and a data card, your game box should contain the game disks or a CD-ROM. This rule book explains how to play and gives you valuable reference information on characters, creatures, and other aspects of life on Jorune. The data card contains last-minute updates on the rules and the game interface as well as instructions for game installation. There may also be a README.TXT file with the game. Please read it for any last minute changes.

COPY PROTECTION

The floppy disk version of the game requires a documentation check. Go to the indicated page of this rule book, find the indicated section in bold face, and enter the correct word under that section by counting the number of words, starting from the first word.

There is no physical copy protection on your ALIEN LOGIC floppy disks, so please make copies and put the originals away for safekeeping.

CLICKING WITH YOUR MOUSE

Throughout this book, the term "click" means move the cursor to the desired area and then press either the left or right mouse button, as noted.

The Shift key is also used in conjunction with clicking, as noted, for certain less-used functions.

"Right-click" means move the cursor to the desired area and press the right mouse button.

"Left-click" means move the cursor to the desired area and press the left mouse button.

GETTING STARTED

The game begins with a cinematic introduction to Jorune, providing valuable information about your adventure. You begin play in the Mountain Crown of Tan-Iricid, home of the alien beings known as the thriddle. From there, you solve the mysteries and survive the challenges that await your character.

COMPLETING YOUR ADVENTURE

Because ALIEN LOGIC is designed to be non-linear in terms of game play, it is not necessary to find every last item or complete every quest (although this often makes later tasks easier). Furthermore, you have a certain amount of freedom regarding your style of play; combat may not always be necessary or even desirable. You may find that much of the challenge in the game is in exploring and learning the secrets of the planet Jorune; if you are a careful explorer you should succeed, regardless of your particular style. Of course, certain decisions may prove dangerous, so save often!

WHAT YOU'LL BE DOING

In addition to exploring the world and facing both peaceful and violent encounters, there are a few other aspects of life on Jorune to investigate.

Seeking the Mysteries of Isho

The hero is one of a rare group of human mutants that can sense and utilize Isho, the mysterious energy permeating Jorune. Only shanthas, the true natives of Jorune, understand Isho; however, during the course of the game the hero may learn some of the shanthas' secrets. Isho can be used in many different ways by many of the species that inhabit Jorune. The eyeless shantha even use Isho to see by.

For the hero, the powers of Isho can be used to enable certain mysterious and powerful abilities and to activate glowing orbs of energy known as dyshas. As the game begins, the hero has little or no knowledge of Isho abilities but has a crude understanding of dyshas.

Dyshas are the hero's weapons in combat, orbs woven from the different colors of Isho. In addition, a few dyshas have other effects (not necessarily combative), which you discover during play.

Weaving World is the place where the hero learns new dyshas and improves the ones he already knows. The only way to enter Weaving World is at a dysha school, called a kerning-bay. There, the kerning-bay master sends the hero to Weaving World, usually for a fee. Speak often to the master and you may soon learn more of dyshas.

In addition to dyshas, the hero also learns Isho abilities. They are all passive, and include lava-walk, tumble, and several others. These abilities last for a limited time and can only be charged through the use of a Power-Source in a shanthic site.

Cutting Bio-Tec Corks

Using a laser scalpel, you can cut the genetic material called "cork" to create Recos, organic robots that perform specific functions to help the hero in his explorations.

Using Crystals

Crystals hold Isho. There are several colors of crystals that correspond to the colors of Isho energy (which also correspond to the colors of Jorune's seven moons). The crystals that you buy, find, or dig up with the hero's Reco digger are expended when the hero learns new dyshas or improves old ones. Crystals can also improve other abilities. Power crystals, when placed in Power-Sources, activate elevators and other devices in shanthic sites.

Entering WarpWorld & Using Warps

Normally, you have to walk across Jorune by foot to get from place to place. By using a warp to enter WarpWorld, the hero can travel incredible distances instantaneously. WarpWorld is a nether world where the hero can reach all currently available warps.

MODES OF GAME PLAY

Alien Logic allows the hero to explore, fight creatures, encounter other characters, travel the surface of the planet, perform feats of biological engineering, enter WarpWorld, and learn to weave the power of Isho.

Each of these actions is called a "mode." The names of the six modes are Side-View Mode, Encounter Mode, Tracker Mode, Bio-Tec Cork-Cutting Mode, WarpWorld Mode, and Weaving World Mode.



SIDE-VIEW MODE

The most commonly used mode in the game is Side-View Mode. Many features in the game are accessible only in this mode. All areas of the screen are labeled on the accompanying picture.

Side-View Screen Layout

Display Area

The Display Area is where most of the action takes place, including walking, jumping, and fighting.

Health Indicator

The Health Indicator displays the hero's current health. Damage is tallied in each of the three outlined sections, changing color from green to red (with red being the worst). When all sections are red, the hero dies.

There are a number of ways to heal the hero, but you find out more about them as you explore.

Text Box

When you right-click on an object, the Text Box gives you information about it.

Weave Display

Whenever you use dyshas, the Weave Display appears underneath the text box and provides information on the state of each dysha being woven.

Isho Recharge Indicator

When you cast dyshas, the available Isho goes down. The Isho Recharge Indicator shows the hero's maximum recharge rate (indicated by the red bar), and his current Isho rate (indicated by the blue bar). In other words, the indicator shows the speed at which the hero is weaving his dyshas.

Action Icons

There are four Action Icons in Side-View Mode. The first is the Game Governor; left-clicking on this stone face brings up the Governor's options in the Options Menu. The second Action Icon (a flaming orb) puts the hero in Dysha Mode, ready to weave and launch dyshas. Left-clicking on the third Action

Icon displays the hero's inventory. The fourth Action Icon brings up the hero's special abilities and information.

Options Menu

Each of the Action Icons brings up a list of options in the Options Menu, located at the bottom right of the screen. Left-clicking on an option uses it. Some options, however, are only informative and do nothing when used.

Options listed in blue text contain sub-menus. Left-clicking on them takes you into deeper menus which display more options. Left-clicking on the current Action Icon brings you up one menu level. If the Options Menu is not in a sub-menu, you are returned to Side-View Mode.

The Options Menu allows you to choose Game Governor options (see below), select available dyshas in Dysha Mode, view and use items in the hero's inventory, and view abilities otherwise unavailable on the dysha list.

To scroll through more options than are shown, left-click on the scroll arrows next to the Options Menu. They take you through all current choices.

Game Governor Menu Options

Load Game: Use this option to load a previously-saved game.

Save Game: Use this option to save a game you are playing. You will be prompted to name your save.

Sound Effects: Use this option to toggle sound effects on and off.

Music: Use this option to toggle music on and off.

Quit: Use this option to quit the game. You may also press Esc at any time.

Game Actions

The following is a list of basic game actions you can perform in each mode.

Important: when in Side-View Mode, the hero is either in Exploration Mode or Dysha Mode. Hit the space bar to toggle between modes.

Side-View Exploration Mode

In Side-View Exploration Mode, the hero walks through temples and across terrain. The hero can move in any direction, jump across pits of crystal lava, or activate shanthic artifacts.

Walking

The hero appears in full figure. You left-click on the spot you want the hero to walk to.

Jumping

Holding Shift while left-clicking allows the hero to jump over pits, onto elevators, or over small creatures. The hero can't walk into a pit, but he can jump in (not always a good idea). Hold the Shift key down and left-click on the spot you wish the hero to jump to. Because the hero's jumping is limited in distance and height, he may not always land where the mouse was clicked.

Talking to a Creature

Walking close to an intelligent creature often triggers an encounter, should the creature be capable of and willing to talk. This takes you into Encounter Mode. For more information see the "Encounter Mode" section on page 8.

Examining Things

To get a detailed description of something that the hero can see, right-click on the object or creature. The description appears in the text box.

Getting Objects and Using Devices

Left-clicking on an object generally causes the hero to pick it up or use it (if it is a permanent fixture). The hero's inventory lists all his possessions.

To Open a Locked Door

To open a locked door, left-click on it (or the door's keyhole), then select the correct key from your inventory. Doors require their exact matching key or a skeleton key. Some doors are not opened with a key, but instead must be knocked down with dyshas. These doors can be recognized by their green color. Regardless of how the door is opened, left-click on it to walk through.

To Exit a Scene

In an outdoor scene, left-click at the edge of the farthest screen (to the left or right) to exit back to the Zoom Map.

In shanthic temples, exit scenes by travelling through archways (left-click on the archway). You may also click at the edge of the screen.

Using Isho Abilities

Though the hero begins the game without Isho abilities, he learns the secrets of certain Isho abilities during the game. The exact abilities learned depends on which path he takes.

Each Isho ability is different. They are activated for a limited period during game play, and only one ability may be active at a time. They are normally used only during Side-View Exploration Mode. The duration and power level of an Isho ability is based on the Power-Source used to activate the ability. For more information, the hero must enter shanthic sites and experiment.

Tra-Sense

Tra-Sense gives you a look at things invisible to the naked eye (and invisible on the screen). This ability may only be used in Side-View Exploration Mode. The hero starts the game with Tra-Sense.

Use your Tra-Sense by pressing Shift and right-clicking anywhere in the Display Area. A discharge of Isho illuminates the area around the pointer, revealing any previously invisible objects. You can right-click and drag across the screen to reveal larger areas.

Side-View Dysha Mode

In this sub-mode of the Side-View mode, the hero fights or imprisons Jorune's dangerous life-forms using the awesome power of Isho. Because of the need to concentrate his entire mind and body, the hero is restricted in movement, and

cannot leap over obstacles or perform other special actions other than the weaving of dyshas.

To enter Dysha Mode, left-click on the Action Icon depicting the orbs. Left-clicking on this Action Icon again returns you to Side-View Exploration Mode. Alternatively, the space bar toggles the screen back and forth between modes. Note that you can only enter Dysha Mode from Side-View Exploration Mode.

Moving in Dysha Mode

Position the mouse and left-click to move the hero forward a step. The hero cannot walk or jump in this mode, only creep forward or back. Holding Shift down while left-clicking causes the hero to take a larger step.

Choosing Dyshas

There are two offensive Dysha Slots for the hero when you start the game. These Dysha Slots are filled with the Power Orb dysha the first time you enter Dysha Mode. You can select different dyshas to fill the slots by clicking on an available slot and then clicking on the dysha in the Options Menu. The new dysha immediately begins weaving.

Firing Dyshas

Right-clicking the mouse in the Display Area fires the next available dysha listed in the Dysha Slot area of the combat menu. The hero can fire in any direction (including up or down). Hold the right mouse button down to fire as rapidly as the hero can weave.

Decreasing Weave Rate

Remember that when dyshas weave, they reduce your Weave Rate, increasing the time that future dyshas take to weave. The lower the Weave Rate, the longer it takes it to recharge. Various devices and situations throughout the game increase the hero's maximum Weave Rate.

Defense Dyshas

The last Dysha Slot marks the hero's current defense dysha. These dyshas protect the hero in some way instead of launching an orb at a target. To use the current defense dysha, hold Shift and right-click with the mouse anywhere in the Display Area. If the defense dysha is not yet woven, holding Shift and right-clicking has no effect. Defense dyshas tend to weave quickly but also drain your hero's Isho rate in large increments.

Turning Around in Combat

If you aim and fire behind your hero, he automatically turns to face the new direction.

To Leave Dysha Mode

Left-clicking on any other Action Icon or pressing the space bar takes you out of Dysha Mode and back into Side-View Exploration Mode. You can alternate quickly between the two modes with a little practice.

Strategies

Dysha Strategies allow you to fill the Weave Indicator with a list of the hero's favorite dyshas. With Strategies, you can have different lists of dyshas ready for different situations. For instance, you might want to have nothing but Power Orbs in one Dysha Strategy to fight creatures like scragger, while another Strategy might contain a Power Hold, a Crater, and Reflect for fighting shanthas. You may design Strategies according to personal experience, preference, and the list of the hero's available dyshas.

Pressing a function key (F1 through F10) and then selecting dyshas sets the strategy for that function key. Pressing the same function key while in Dysha Mode or Side-View Exploration Mode brings back those same dyshas. Thus, if you were to press F4, and create a Strategy of dyshas for fighting beagre, those same dyshas could be brought back up at any time by pressing F4. Strategies can be changed throughout the game.

Results of Combat

If the hero is winning in combat some opponents may choose to flee while others will fight to the death. Left-clicking on the bodies of dead creatures allows the hero to search their remains.



ENCOUNTER MODE

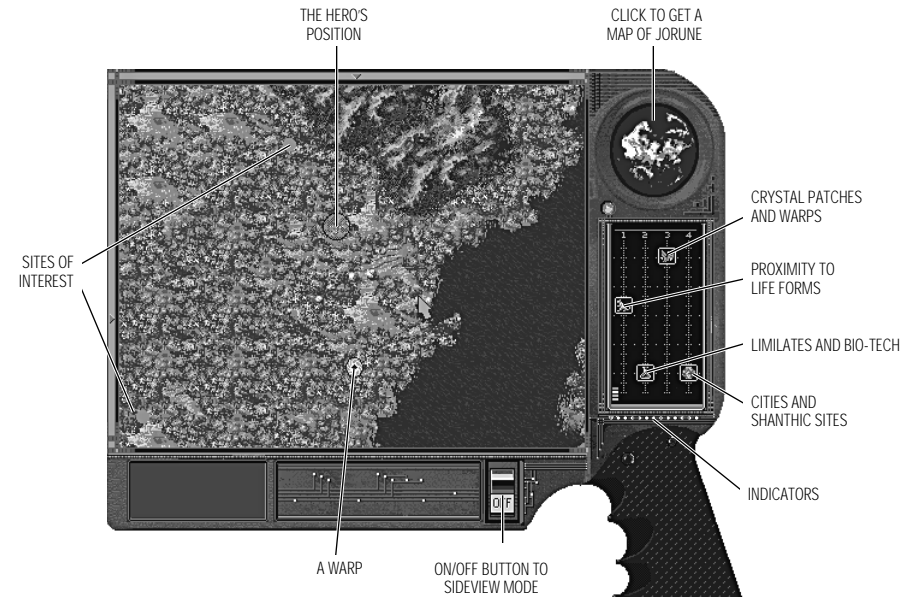
In Encounter Mode you can talk with other characters, from inquisitive thriddle to enigmatic shanthas. Only the face of the creature, the text of what he or she says, and your replies appear in this mode. Encounters occur when you meet a creature in the Zoom Map or in a Side-View Mode.

If all goes well, you go back to the mode the hero was in before the encounter. Otherwise, you may go to the Side-View Mode to face combat with the creature. If the hero is speaking with the kerning-bay master, an interlude into Weaving World Mode may take place.

How It Works

Read the text that appears near the creature's head. If you left-click (or press the space bar), it hurries the creature through its current statement.

When the creature has finished talking, left-click on the phrase that best represents what you want the hero to say. The creature then responds until the encounter is over. Insulting creatures or otherwise making disparaging remarks can lead to slugfests.



TRACKER MODE

The tracker device can display a Terrain Map or a planetary map of Jorune.

Tracker Mode provides an aerial view of the hero's position on the Terrain Map. The hero can move over the surface of the planet in this mode, and you can see the hero's location on the Jorune map of the planet. A reference dot appears on the tiny picture of Jorune in the upper-right hand corner of the tracker device in Terrain Map mode, showing the hero's approximate location on Jorune at all times.

How the Terrain Map Works

The Terrain Map is used for overland travel. Icons appear on it, representing cities, wandering creatures, villages, shanthic ruins, crystal patches, limilates, incupods, warps, and other various sites of interest.

Left-click in this mode to define the hero's direction of travel across Jorune. The tracker's screen scrolls to reveal new areas to explore. You can left-click outside of the map area to move; releasing the mouse button stops the hero.

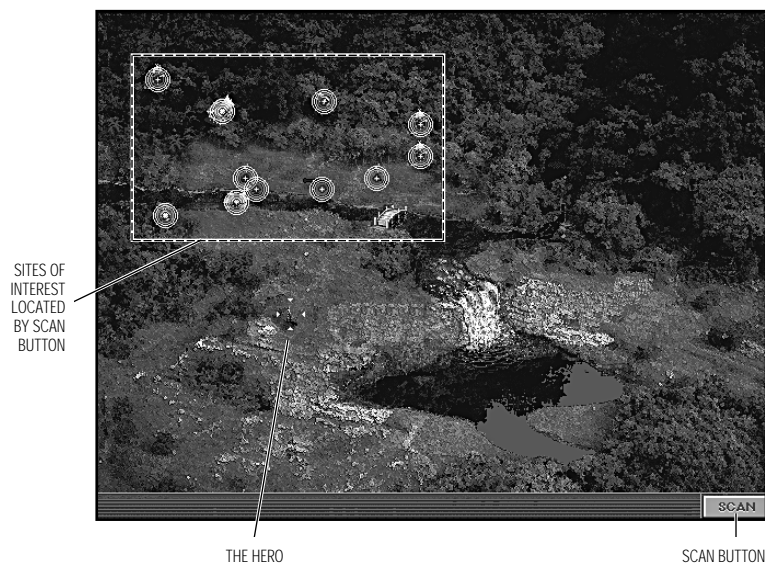
In order to enter a Zoom Map revealing more detail, left-click on any icon or walk your hero into it. If the path is not obstructed by some obstacle, the hero

makes a beeline for the icon and enters the Zoom Map of the immediate region. The hero cannot travel over mountains, but the presence of a Reco respirator allows him to travel through water for short distances.

There are four moving indicators on the tracker's right edge. They represent proximity to: life forms, limilates and

Bio-Tec, crystal patches and warps; and to structures such as cities and shanthic sites.

Pressing the OFF button while on the Zoom Map places you in Side-View Mode. This allows you to save the game and make changes to inventory, and to modify combat strategies at any time.



ZOOM MAP MODE

How the Zoom Map Works

The Zoom Map is a highly magnified satellite view of the hero and his surroundings. At this resolution, you can see a photo-realistic top-view map of the hero, other creatures in the area, buildings, and sites of interest.

Zoom Map Scanner

Left-clicking on the SCAN button temporarily displays a blip at each site of interest on the Zoom Map.

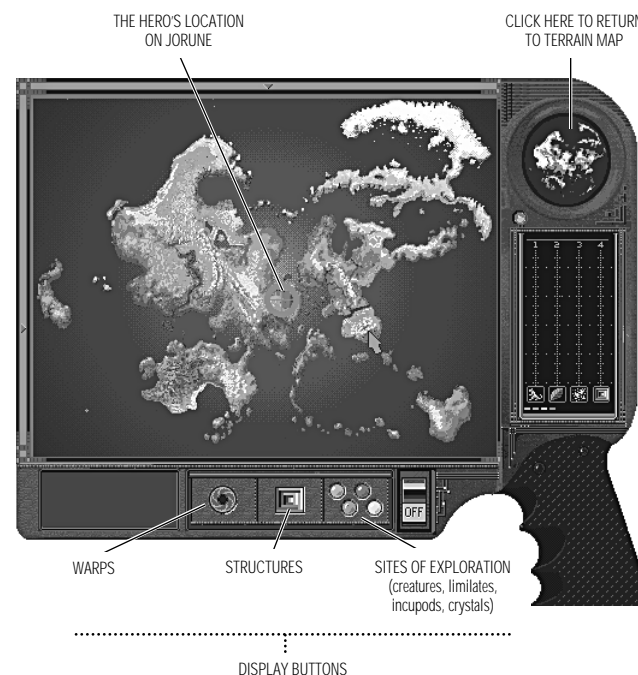
From this mode, the hero can enter Side-View Mode, Encounter View Mode, and WarpWorld Mode.

Left-click the mouse wherever you want the hero to travel. Colliding with a creature places the hero in Encounter Mode or Side-View Mode. Colliding with a site or object places the hero in Side-View Exploration Mode.

You can leave Zoom Map Mode by walking the hero off the Zoom Map or entering a Warp.

Special Note: the Ardoth Map

The map of Ardoth, the main city you explore, appears in a special version of the Zoom Map Mode. Most areas of interest are marked, but not all are apparent at the beginning. In addition, the hero must navigate the streets to get from place to place. Entry into Ardoth is accomplished through the main gate to the West. The hero may exit Ardoth through that same gate.

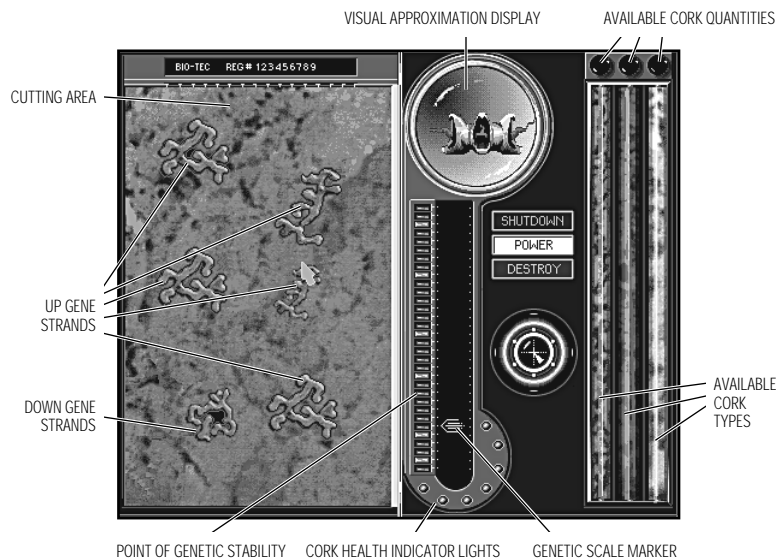


How the Jorune Map Works

While in Terrain Map Mode or Zoom Map Mode, left-click at any time on the small picture of Jorune in the upper-right corner of the tracker. This brings up a planetary map of Jorune and marks the hero's location on the planet.

Left-clicking on any of the three icons on the bottom of the Tracker brings up travel-log information. The three buttons represent the hero's previous exploration; the buttons are: Warps, Structures, and Sites of Exploration. Clicking

once on one of these buttons brings up a modified version of the Jorune map. The Warp button displays each warp the hero has discovered on Jorune. The Structures button displays each village, city (if Ardoth has been explored), and shanthic site the hero has visited. The Sites of Exploration button displays each of the sites where creatures, limilates, crystals, and incupods have been discovered (represented by different colored dots as shown in the key in the upper-left corner of the Tracker).



BIO-TEC CORK-CUTTING MODE

Whenever the hero discovers an incupod, which resembles a large, fuzzy, upright watermelon, the hero has the opportunity to create a Reco (a biological robot). Spongy Bio-Tec seeds called "corks" are placed inside

incupods. The incupods unravel the cork, forcing the release of its genetic material, and begin the process of producing whatever Bio-Tec creature the cork was coded for.

How It Works

Left-clicking on an incupod makes the hero walk up to it and displays your hero's Bio-Tec inventory in the Options Menu. You can now select a pre-cut cork to place in the incupod or select a laser scalpel (assuming one has been found).

If you select a pre-cut (prepared) cork, the hero inserts the cork into the incupod and, barring any failure of the incupod, the appropriate Reco emerges.

The laser scalpel uses raw corks and produces less predictable results, but can create new types of creatures. Left-clicking on the laser scalpel enters Bio-Tec Cork-Cutting Mode, which shows a close-up view of the cork-cutting kit with an incupod in the background.

When selected, the kit fits over the top of an incupod and automatically deposits a finished cork into the pod.

The kit has a cutting area, a genetic scale, a visual approximation display, a cork-health indicator, cork inventory selectors and two buttons: DESTROY and SHUTDOWN.

To activate the kit, left-click on one of the available corks on the right side of the kit. A cork appears in the cutting area on the left, displaying a number of raised gene sites.

Left-click the mouse on a gene-site to use the device's built-in laser scalpel to release enzyme packets which alter the genetic code of the cork. This raises or lowers the genetic scale marker (indicated by a green arrow). The bright green bars on the genetic scale indicate

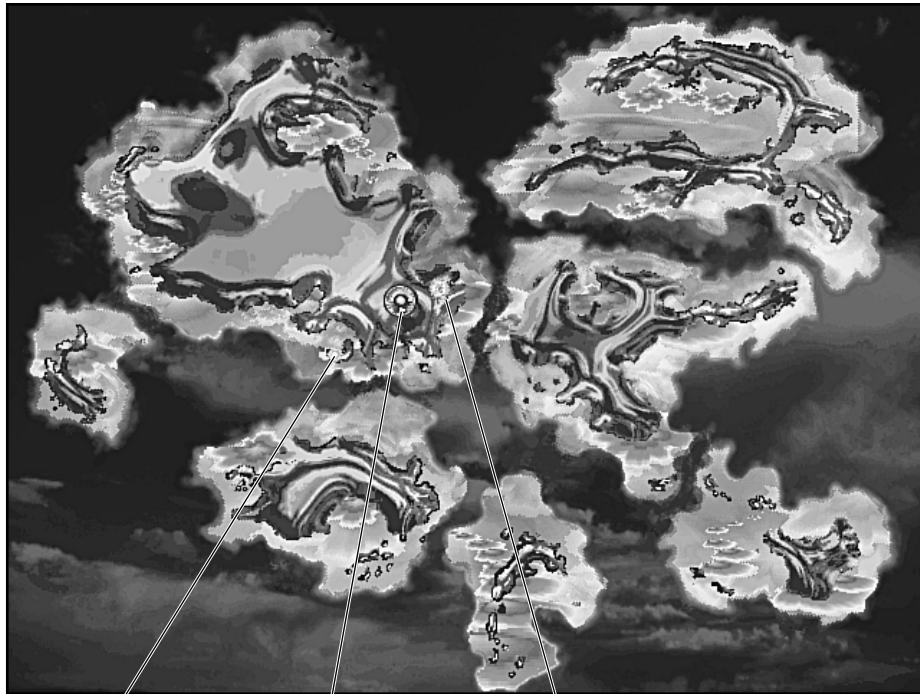
points of genetic stability. Once the indicator arrow reaches one of these points, the cork-cutting kit shuts down, the cork is inserted into the incupod, and you return to Side-View Exploration Mode to see what the incupod has produced.

When cutting a cork, pay close attention to the Visual Approximation Display (VAD) just above the genetic scale. The VAD shows the two different Recos that correspond with the two nearest points of genetic stability (those which are immediately above and below the indicator arrow's current position).

Corks are pieces of living tissue, and there is a possibility that each cut the hero makes may cause an injury. The health indicator on the cork-cutting kit tracks the number of injuries sustained by the cork. When the hero begins cutting, all seven indicator lights are green. With each injury, one light turns red. Once the cork has sustained seven injuries, it is destroyed, and the hero must begin again with a new cork.

At any time during cork cutting, you may destroy the current cork by left-clicking on the DESTROY option. If you left-click on the SHUTDOWN option, the currently selected cork (if there is one) is destroyed, the cork-cutting kit shuts down, and the hero returns to Side-View Exploration Mode.

For information on specific Recos, see the section entitled "Bio-Tec" on page 18.



A WARP

THE HERO'S ICON

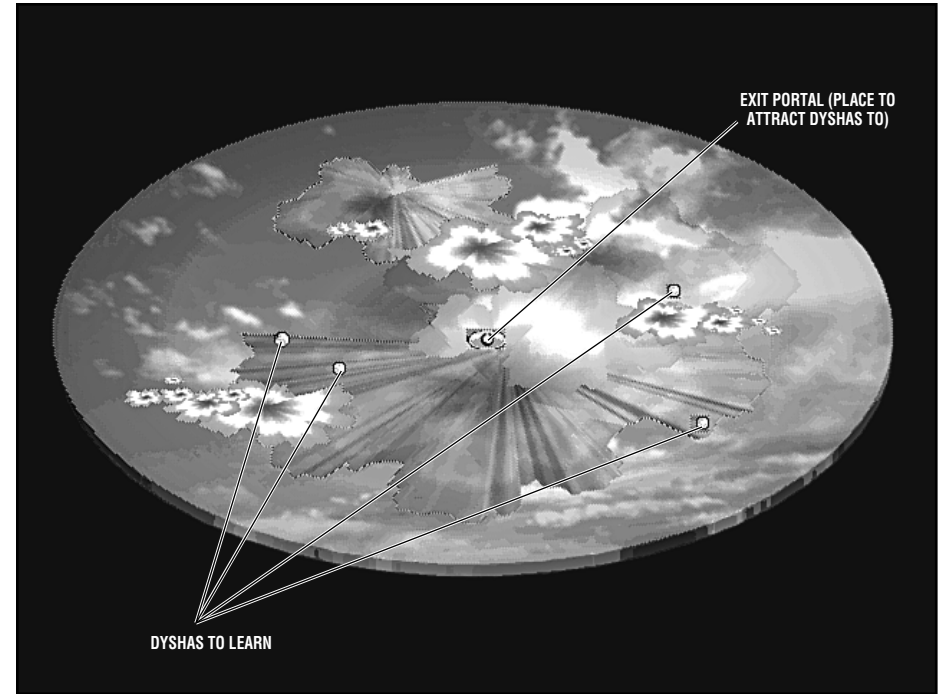
A WARP

WARP WORLD MODE

The hero enters WarpWorld whenever you left-click on a warp site in the Zoom Map or activate a cle-eshta. WarpWorld appears as a stylized map of Jorune that displays warps as shimmering areas of light. The hero's presence in WarpWorld is indicated by the movable icon. All the available warps are not visible at all times, for warps grow larger as the hero

approaches. Note that the layout of the continents in WarpWorld appears different and somewhat distorted compared to the actual map of Jorune.

As on the Terrain Map, you left-click to move in WarpWorld. If you left-click on a warp, the hero enters the warp and returns to Jorune at the approximate location indicated in WarpWorld.



DYSHAS TO LEARN

EXIT PORTAL (PLACE TO ATTRACT DYSHAS TO)

WEAVING WORLD MODE

Weaving World is a dangerous place that exists directly in the Isho stream of Jorune. In Weaving World, the hero can learn new dyshas and increase the power of dyshas he already knows.

Entering Weaving World and Learning New Dyshas

The hero enters Weaving World by paying the master of a kerning-bay. Located within the swirling colors of Isho in Weaving World are several dyshas. Only one of these can be learned during each visit. To learn a dysha, drag it through the exit portal icon by left-clicking on it.

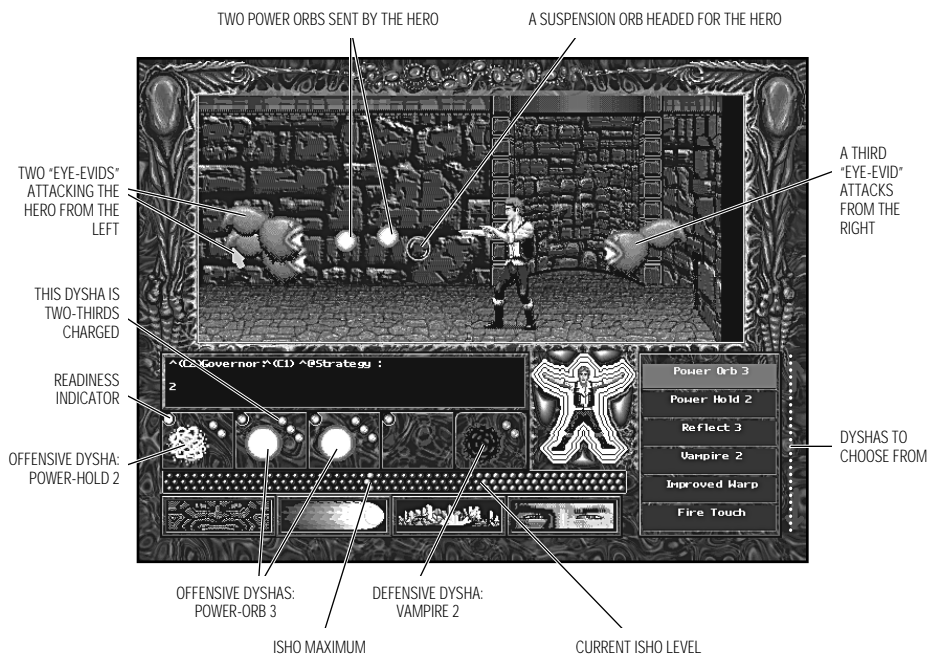
Each left-click releases the Isho of one of the hero's crystals. These crystals attract nearby dyshas. It is a simple matter to attract a dysha to the exit. Since each crystal's attraction only lasts for a few seconds, it may be necessary to lay down several crystals in a row. As the hero's skill increases, it takes fewer and fewer crystals to learn new dyshas.

Weaving World is exited as soon as the hero succeeds in learning a new dysha. It becomes available to him in Dysha Mode, ready for use. Running out of crystals or clicking on the EXIT icon also exits Weaving World, but without a new dysha.

DYSHAS

Dyshas are spheres of power woven from Isho, the mysterious energy permeating the world of Jorune. Some dyshas are weapons used for fighting Jorune's dangerous creatures, while others have non-combative uses.

There are seven colors of Isho named after each of Jorune's moons: Shal, Ebba, Du, Gobey, Desti, Launtra, and Tra. Each dysha corresponds to one of the colors of Isho.



The hero can learn most dyshas at higher skill levels, which gives them greater damage or duration. The level of a dysha is displayed as part of its name in the Options Menu. When dyshas are being woven, the number of green dots displayed beside them indicates the level of the dysha.

At the higher skill levels, dyshas take longer to weave; thus, rapid firing may reduce their effectiveness to a lower level of the dysha.

DYSHA LIST

The following is a partial list of the dyshas the hero can learn. There are many more offensive, defensive, and utility dyshas available, but you have to discover them as the hero explores.

Power Orb

This is a simple orb of Ebba Isho that pushes its target hard and fast. It does more pushing than actual injury, but it keeps the hero's opponents from firing back for a moment. The hero begins the game with this dysha.

Power Hold

Another Ebba dysha, Power Hold creates four immobilizing rings of Isho around the target. The target cannot act for the duration of the dysha.

Flame Touch

Using the power of Launtra, the hero bursts into flames (without harming himself, of course)! Any targets touching the hero take damage. Though not especially effective against large targets, Flame Touch is excellent for eliminating small pests, like the voracious beagre who nip at the hero's ankles.

Shield

This defensive dysha creates a temporary shield to protect the hero.

Reflect

Using this dysha of Tra, the hero reflects hostile dyshas back at their casters, who take the full effect of their own attack. However, a funny thing can happen when both combatants use Reflect. . . .

DYSHA SLOTS & THE WEAVE DISPLAY

In combat mode, dysha weaving is automatic. The Weave Display has five slots, each of which can hold one dysha. The hero can weave a maximum of four offensive dyshas (in any combination) and one defensive dysha at a time.

At the start of the game, the hero can only weave two offensive dyshas at a time. He'll be able to weave more as his skills improve.

The Readiness Indicator

Each dysha slot has a readiness indicator telling you which is the next dysha to be fired. Only one dysha indicates readiness at any time. You can change which dysha fires next by clicking on a different slot than the one indicated.

Selecting a Dysha

Left-clicking on a dysha from the Options Menu fills the dysha slot highlighted by the Recharge Indicator. Weaving of that dysha begins immediately; however, the dysha does not fire until you right-click in the display area.

The Dysha Level Indicator

Most dyshas have four levels of power, the first being the weakest, and the fourth, the strongest. All the dyshas the hero begins with start at the lowest level. Each dysha slot has a level indicator showing you its current power level. The longer you wait for a dysha to prepare (until it reaches its maximum), the more powerful it is when fired.

BIO-TEC

The Earth scientist Iscin, who engineered the crugar, woffen, bronth, and other races, also created a means to create biological robots, called Recos. As biological tools, Recos have the advantage of never needing power or maintenance, unlike mechanical or electronic equipment.

CORKS

A cork is a piece of bio-mass that contains all the information and genetic instructions to create a Reco. Corks can be pre-cut or raw. While pre-cut corks can be placed in an incupod by hand, a raw cork must be bio-engineered and simultaneously surgically introduced using a cork-cutting kit. The color of the cork determines its capacity to withstand the damage caused by this process. Pink corks are very weak, red corks are relatively robust, and purple corks are extremely hardy.

INCUPODS

These hairy watermelons grow Recos after a cork is placed in them. They grow all over Jorune and come in three types: green, red, and purple. Green incupods are the least desirable, and quickly reject even moderately bio-engineered corks. Red incupods are more tolerant, and can accept a greater number of cuts in a given cork. Purple incupods are highly prized, for their internal biological energy allows them to accept even the most heavily engineered corks.

LASER SCALPEL / CUTTING KIT

A laser scalpel is the key component of a cork-cutting kit, a complex piece of equipment used to cut the gene-sites on a cork to create the different Recos. The number of possible cuts depends on the health of the cork combined with the tolerance of the incupod. If the number of allowable cuts is exceeded, the cork perishes and another must be used. If another cork is unavailable, or the bio-engineer decides to cancel the surgery, the incupod is doomed, for there is no way to seal the incision created by the cork-cutting kit.

THE FOUR COMMON RECOS

There are four basic Recos you can grow, plus many other horrible (and useless) mutants.

The Reco Digger

The most popular Reco is the Reco digger. If you select a digger from the hero's Bio-Tec inventory, the hero automatically places it on the ground. The digger, if it is strong enough, burrows into the ground and returns a few moments later, hopefully disgorging something it discovered there. The hero can then pick up his newfound treasure and add it to his inventory.

Sometimes a digger won't return from its journey. This means that it was too weak to complete its task and is unable to be recovered.

The Reco Miner

A variant of the Reco digger, the Reco miner is capable of digging in terrain the average digger finds impenetrable. Unlike the digger, the miner can retrieve buried goodies from both icy glaciers and the hardened bedrock of the desert.

The miner suffers from a genetic imbalance that sometimes makes it overzealous in the completion of its mission. Miners are easily diverted by long veins of minerals or the weak vibrations of distant lillimates. They are known for taking their own initiative and extending their exploration. Occasionally, they go too far...

The Reco Rejuvenator

The Reco rejuvenator heals the hero's superficial wounds. If the hero has sustained heavy injuries, the rejuvenator is useless.

Sometimes the rejuvenator dies after performing its duties.

The Reco Surgeon

The Reco surgeon heals all wounds. The surgeon loses skill and desire to operate over time. After a variety of horrible accidents, Iscin programmed the Reco surgeon to die once it became too senile to continue operating safely. You should be glad when a surgeon issues its last breath.

RECO FAILURES

Sometimes the hero accidentally creates a Reco failure. These failures are generally short-lived and pose no real threat to the hero.

BESTIARY

Jorune is inhabited by a number of intelligent and unintelligent races. Some are indigenous, while others, like humans, came from distant worlds.

BEAGRE



Like a cross between a chicken and a rat, these small creatures are more of a nuisance than a threat. They can, however, cause some injury while nipping at the hero's feet. Bring in dead beagre for a bounty in Ardoth.

BRONTH

Bronth are children of Iscin based upon Terran bears. They honor the fine values instilled in them by their creator, who found these children to be natural students of honor and chivalry, unlike the crugar.

Bronth are larger and more powerful than humans, but are not prone to aggression. Those making the acquaintance of bronth are accorded the position of equals, until actions or attitude prove otherwise.

Their realm of Dobre is quiet and peaceful.



CLEASH



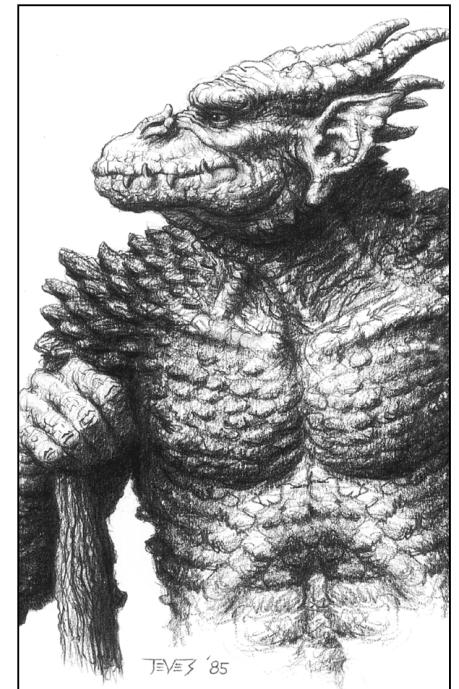
Cleash live in the frigid Ice Fields of Gilthaw, an environment for which they are poorly suited. Cleash are fierce and aggressive. The capsules manufactured in their bodies are used as weapons against their enemies. Cleash raiding parties can be found all over Jorune. They are very dangerous in small numbers.

CORASTIN

Corastin are large and bulky. They are the bodyguards, the construction workers, the laborers of Jorune. Their lack of sharp eyesight and hearing does not hinder them in their jobs — corastin are often used as intimidators.

On their own, corastin do not congregate in large settlements. Their pocket populations are spread over Jorune. The areas in which they settle are territories to be treated with due respect; tribute or violence is the choice of trespassers.

Corastin and bronth share the same abhorrence of slavery. It is wise to use tact and charming etiquette with corastin. One should not demean their labor, lest one end up as pulp dripping from the end of a powerful club.



CORONDON



These enormous creatures have long claws and terrible biting mouths. Avoid them if at all possible.

CRUGAR

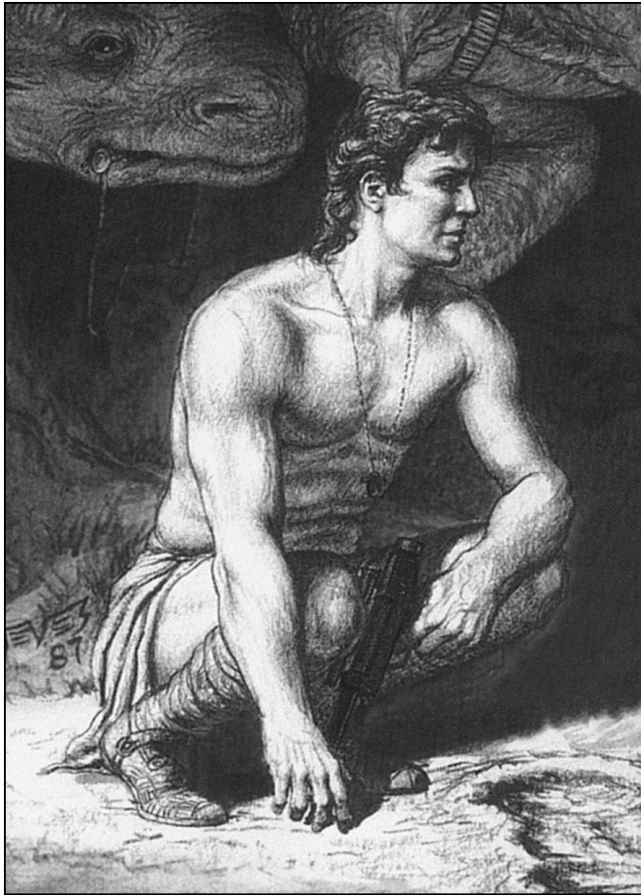
One of Iscin's creations, the crugar are based upon the cougars of Earth. They stand bipedal, are capable of speech, and display ruthless cunning. Their numbers are greatest in their realm of Temauntro, a vast, uncharted region far to the west of the Doben-al. Crugar are given to sudden mood swings and fight fiercely if provoked. It was a crugar who killed Iscin, the giver of life.



EVIDS

There are several non-biological entities that the hero encounters in the course of the game. They are usually found in shanthic sites, and most appear reddish in color. They are guardians of temples and homes. Their destruction usually releases a usable crystal.

HUMAN RACES



There are three types of humans inhabiting Jorune: pure strain humans, muadra, and boccord. All these types of humans look very much alike. Muadra are mutants, slightly smaller than humans, and have the ability to weave Isho into orbs and bolts. The hero is a muadra. Boccord are also mutants, and due to their different development at the pre-natal stage, they are taller and stronger than humans (and although they cannot weave Isho, they can mask their Isho signature and send ripples into the Isho that native Jorune life is sensitive to).

MANDARE

Mandare are creatures with long necks, flopping bellies, and ever-hungry mouths. Like the corondon, they should be avoided.

RAMIAN

The tall, crusted bodies of ramian are as strong as armor. They are not native to Jorune and can make no use of Isho. They have no time to chat, and no time for questions. Without the shirm-eh limilate, ramian heal very slowly. They prize this plant, for it does not grow in their realm of Voligire. Ramian may accept shirm-eh as a gift, but not gladly — their pride does not allow them to show appreciation.



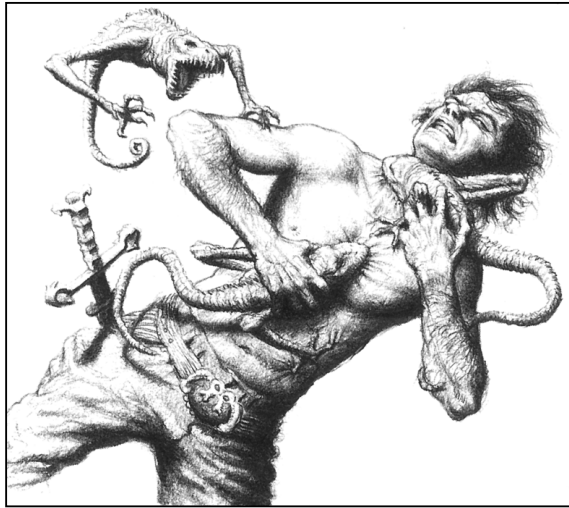
SCARMIS



Where there are cleash, there are scarmis. When scarmis are found alone, they present little danger. It is only under the influence of the cleash that they are deadly. It is said that the sparkles given off by a cleash's canther (the large humps at the top of their backs) places scarmis in their control. Approach them slowly and with open hands to avoid being "wetted down." Creatures with body hair should scrub thoroughly to remove the odor. The phrase "Gee'oooooh'po," means "please don't wet me down" in their language.

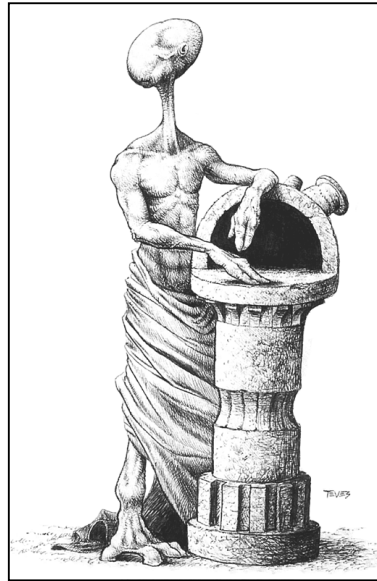
SCRAGGER

These feisty teeth-with-legs are a constant source of danger for the hero. Nothing stops them faster than a quick use of the Flame Touch dysha. Take their dead bodies back to Ardoth for a bounty.

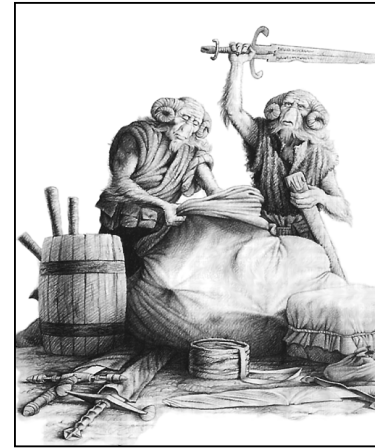


SHANTHA

Shanthas are the ancient race of indigenous intelligent life on Jorune. At the time of the Human/Shanthic war, their culture was the highest this world had known. Now it is rare to encounter the shantha outside their underground homes. Respect the shanthas, for they possess the greatest talents of Isho sculpting known on Jorune.



THIVIN



Hairy and horned, the thivin are the master craftsmen and traders of Jorune. Selling comes easily to the thivin — some say too easily. The thivin love of bargaining is equaled by their love of music. Thivin create and play instruments of many types, including dichandra stones, whosins, jampers, and tenter-shines. Thivin are the only race able to truly play the harmonious crystal music-rods.

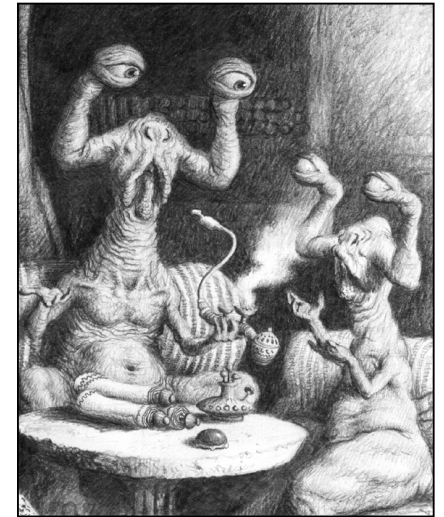
Thivin craftsmen are masters of wood-carving, jewelry making, and weaving. Only they can create fine gauthi rugs. Their paintings are highly valued. In Ardoth, exhibits of their works crowd many citadel streets.

THRIDDLE

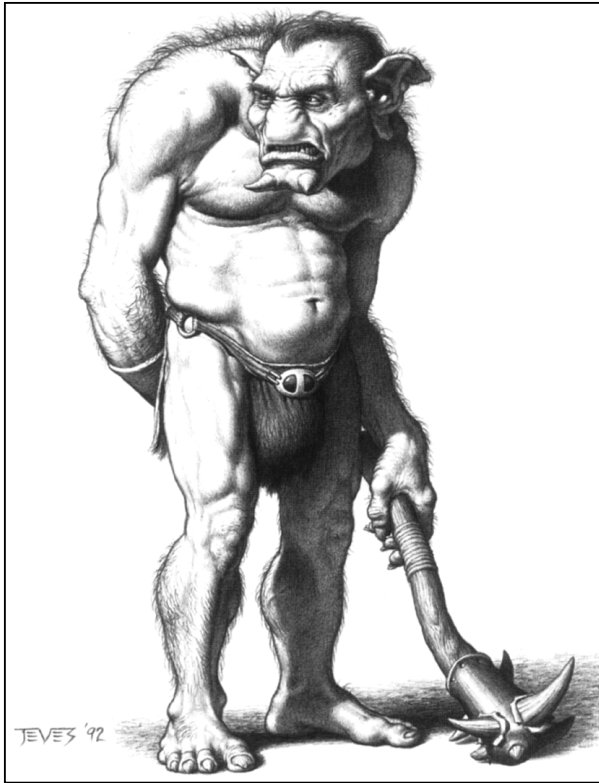
Thriddle are twin eye-stalked creatures that inhabit the island of Tan-Iricid in the Sea of Ceridus. They are a highly intelligent, peaceful species that have lived on Jorune for thousands of years. They control the world's most impressive library, that of the Mountain Crown of Tan-Iricid. Their desire for knowledge and experience in geography, the arts, and languages often bring them into other realms of Jorune.

Thriddle prefer peace to conflict, and neutrality is the rule. Many thriddle are employed to collect information. These are the "querrid," and they can be found wherever you travel.

Salrough Gomo is the head librarian at the Mountain Crown of Tan-Iricid. He is also known as the savior of the thriddle from the hands of the Maustin Caji in the Jorune year 3454. The hero meets Salrough Gomo in the beginning of the game.



TRARCH



The trarch are a race of blue-skinned humanoids that inhabit the jungle continent of Drail. Most authorities agree that the trarch are only semi-intelligent, and rely on brute strength to survive. They are renowned for their sheer brutality and enormous eating capacity. To date, the trarch have discovered the use of sharp cutting instruments, mud, rocks, and large wooden clubs. Typical trarch food preparation involves extensive tenderization before consumption.

Most trarch live nomadic lives of hunting and gathering. Occasionally, however, an unusually

large and therefore respected trarch takes over the leadership of a tribe and establishes a somewhat permanent village. Periods of intertribal warfare are common but relatively brief, as the trarch tend to forget what they are fighting about. The only lasting enemies of the trarch are the ramian, who frequently raid Drail to capture slaves as laborers for the hellish, stinking cities of Sillipus.

WOFFEN

Engineered from Earth's wolves, woffen are another of Iscin's children. Their bodies are covered with fur which increases their apparent size. The woffens' realm of Lunderere lies to the east of Dobre. They are welcome in Burdoth, and some have chosen to make their homes there.

Woffen and crugar share an intense dislike for each other that dates back

to the time of the woffen's captivity along with the other Iscin races at the hands of the crugar. Matters were later made worse when the crugar slaughtered hundreds of helpless woffen during the Ninindrue Plague Slayings of 2934.

Woffen enjoy indulgence in the pleasures of food and drink. Their drinks of "stomeh" and "wholl" make for long parties and howls of laughter in their underground drinking establishments called "shenters." The "authew," or woffen who, due to alcoholism, walk with a permanent hunch, are not as dangerous as they may appear. Although liquored beyond normal rationality, their tendencies are non-violent. The heavy drinking of stomeh is responsible for their unkempt appearance. The "wretched ones" usually keep to themselves.



MISCELLANEOUS ITEMS

◆ **Crundorras** These are shanthic devices of great power but can only be used once. They can improve one of the hero's abilities, warp him to WarpWorld, and so forth.

◆ **Gemlinks** The currency on Jorune. When the hero sells items to bazaar shops, he'll get gemlinks as payment.

◆ **Limilates** Herbs and roots that grow underground and grant the hero special abilities when ingested. The hero can use Reco diggers to get them, or purchase them from bazaar traders. They can be compared to the potions of other games.

◆ **Sarceens** These are shanthic devices that teach a new dysha or Isho ability. They can be used only once.

SHANTHIC SITES

The hero discovers numerous shanthic sites. These are generally family home ruins or the remains of a shanthic temple or population center. Entrance to these sites is by elevators, warps, Isho rides, or chasms. Some sites have more than one entrance on the Zoom Map.

The hero's main purpose in exploring shanthic sites is to find cle-eshtas, but there are many other treasures that can be found as well. Here are some brief descriptions of the major parts of these sites.

◆ **Chasms** From years of neglect, parts of shanthic sites have caved in. Shanthas usually clear the rubble and erect floating stones that allow travel through the site. Jumping from stone to stone is the typical means of crossing a chasm.

◆ **Cle-eshtas** These are the cylindrical stone devices used to teach the hero another Isho signature for travel through WarpWorld. The hero should use every cle-eshta encountered in a given site after thoroughly exploring the site.

◆ **Crystal Lava** Crystalline lava is exposed in some shanthic sites. Only the Lava-Walk Isho ability can protect the hero from exposure to lava; otherwise, it is instantly deadly.

◆ **Elevators** Narrow vertical passages are referred to as elevators in temples. The hero must jump on and off of the stones which traverse them.

◆ **Furniture** Some shanthic furniture is reflective to Isho. Pedestals also have the property of serving as platforms. Try jumping on them.

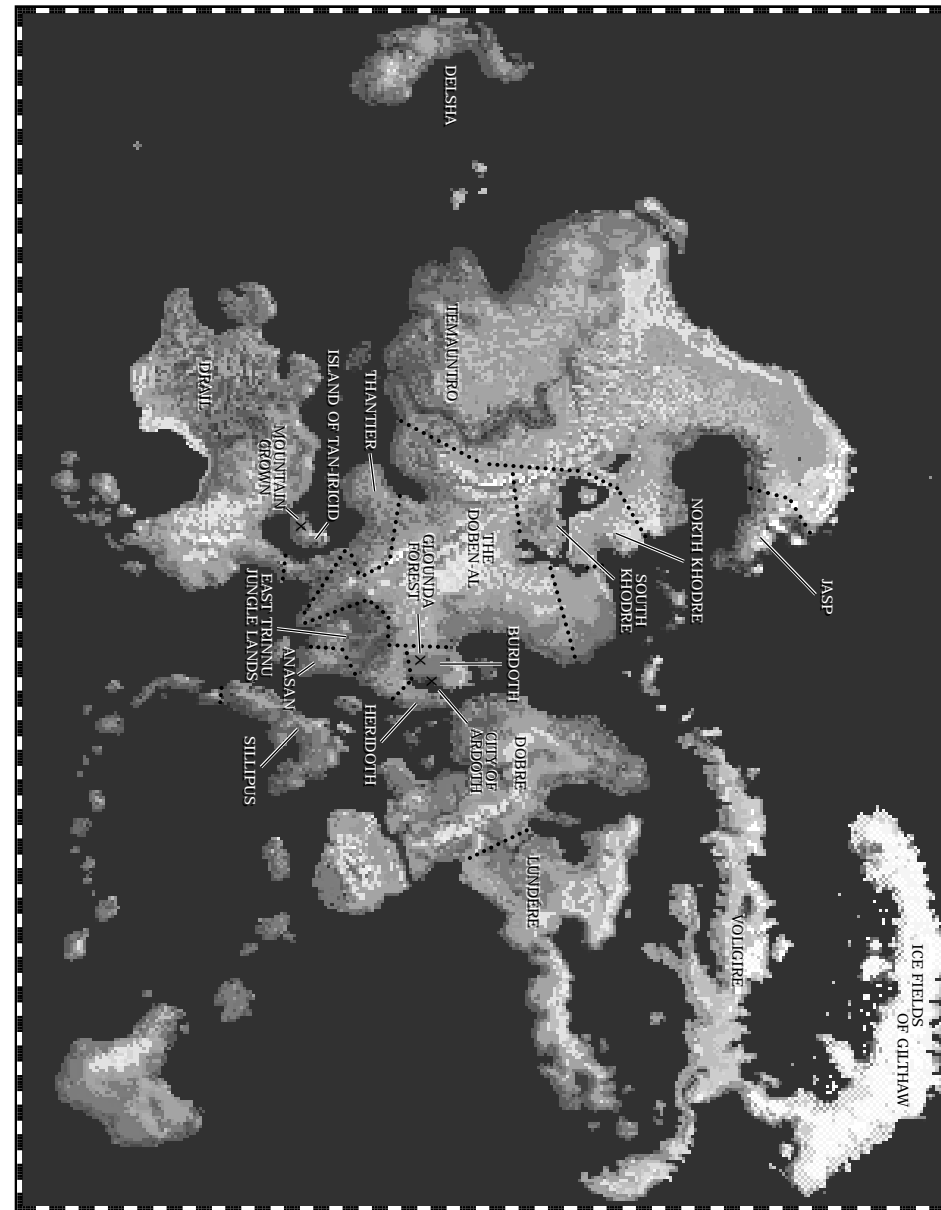
◆ **Isho Rides** These columns of Isho carry the hero up and down within a shanthic site. The process is painful but causes no injury.

◆ **Map Rooms** Mysterious rooms that give information about the layout of a shanthic site.

◆ **Power Floors** Certain spots in the floors of shanthic temples have an interesting effect on the hero's Isho rate.

◆ **Power-Sources** Power-Sources require that a power-crystal be placed in them. Click on a Power-Source and select a crystal from your inventory. When activated, a Power-Source affects some other part of the shanthic site. An activated Power-Source can also be used to charge up one of the hero's Isho abilities.

◆ **Warps** Some shanthic sites have inter-temple warps within them.



THE STORY OF THE EARTH COLONY ON JORUNE

THE JORUNE COLONY

In the Earth year 2116, Earth scientists developed faster-than-light travel, opening communication with distant stars. Unmanned probes were sent to many distant star systems, and in 2123, one of the probes detected a life-supporting planet. Lush and hospitable, the planet possessed a gravity, atmosphere, and climate similar to that of Earth. The transmissions from the probe indicated that the planet had a fully-developed ecology which supported many forms of life.

The planet was named "Jorune," after its discoverer, Kadija Rhen Jorune. Excited by the prospect of a manned mission to the planet, the Earth nations made plans for a permanent research station, possibly followed by a larger colony.

Many years were spent in the development of long-range spacecraft. In 2138, two years after leaving Earth, a manned expedition of several hundred scientists reached Jorune. The explorers soon discovered a race of intelligent beings that referred to themselves as "shanthas," thinly-framed humanoids that communicated in a very complex language combining pictograms, phonics, and colors.

Another intelligent race, the "thriddle," was found on Jorune. Although not humanoid, the thriddle quickly mastered English (in all its simplicity) and were able to bridge some of the gaps in the colonists' communications with the shanthas. And, unlike the shanthas, the thriddle demonstrated interest in Earth technology and people.

Though the shanthas were far more numerous than the thriddle, neither seemed to be in a position of dominance. The presence of so many intelligent races on the planet presented contradictions to Earth scientists. Interactions between the various races on Jorune were highly segregated. Shanthas, in particular, demonstrated apparently little interest in other races.

Paradoxically, these two races lived simply and seemed unwilling to progress technologically. And although highly intelligent, the shanthas were a peaceful race with little machinery. Their life-styles were simple by human standards, despite their elaborate underground architecture. Thriddle also lived in the ruins of a great past civilization and

had a primitive agricultural society. However, the exaggerated scale and architectural complexity of the ruins were ample evidence that they were not thriddle-built.

Certain features of the planet's geology defied explanation. Minerals with very high energy densities led to unusual geologic formations on Jorune. The energy from these minerals created a field which permeated the planet. Measurements showed this field to be quite stable with respect to geography, and to vary slightly with meteorological changes. Although extensive tests indicated that the field presented no danger to humans, its energy was unlike any radiation or force encountered on Earth.

In spite of these mysteries, the landing parties of Earth determined that a permanent presence would not represent a significant threat to humans or the indigenous life, and it was finally deemed safe to establish a formal colony. When told of the colonization plans, the shanthas reacted coolly. They did not stop the colonists from meeting their needs for water, land, and mineral resources, but they relegated the lands that the humans could occupy.

The Jorune colony was to transport over 20,000 colonists and crew to the awaiting planet. A fleet of 80 ships would carry passengers in suspended animation for the long voyage through space. In 2147, the colony ships departed Earth. Each of the ship-pods was designed to be a reasonably complete colony site after landing. Supplies from Earth would initially be needed in abundance, but after a generation, each colony site would become self-sufficient. Plant and animal species from Earth were brought for comparative studies with indigenous Jorune life.

In the Earth year 2155, all of the colony ships had landed at their various assignment locations. In that same year, the colonists learned of a catastrophic war on Earth. Days after the discovery, communications with Earth were permanently lost. The expected supply ships would never arrive.

What had started as a research colony was now the last remnant of human civilization. In a panic, the colonists ignored the shanthic restrictions on land, since raw materials were required that would no longer arrive from Earth. The colonists cleared native Jorune vegetation for large-scale seeding of a food crop biologically engineered to be competitive on Jorune. They began mining operations on lands forbidden to them.

The shanthas reacted with hostility to these transgressions, but the humans ignored their threats. When shanthas tried to interfere with human expansion, they were dealt with harshly.

THE GREAT MISTAKE

The colonists sadly underestimated the power of the once-peaceful shanths. Soon after humans started refining ore from shanthic lands, a wave of attacks employing energies of almost nuclear proportions was launched against most of the eighty colony settlements. Thousands of colonists were killed instantly.

However, humans were the masters of sophisticated biological technology. In a desperate attempt, one of the colony sites released biological warfare agents into the upper atmosphere. These genetically modified bacterium were created to exclusively kill shanthic life. Over 99% of the shanths died, leaving only thousands of a once-populous race.

This was a hollow victory for mankind. All of the starships were destroyed, and with them the colonists' only means of leaving Jorune. In the violent aftermath, settlements were abandoned and items of technology left behind. Communication between colony sites was destroyed; survivors had no knowledge of the fate of their fellow humans.

PERSPECTIVE ON THE HUMAN/ SHANTHIC WAR

When the humans discovered that the supply ships would not be arriving, they expanded their territories into ancient shanthic burial grounds. The shanths, in response, revived aggressive technology left to them by their ancestors.

The humans in their colony strongholds were not prepared for the massive energy blasts which exploded from within their ships. The shanthic warp mappings to the ships were regional, and the Isho was readily available. Warps were forced open, and through them, tremendous dyshas of Desti and Du were sent.

After the deadly bio-warfare reagents were released, the few shanths who remained were unable to maintain their ancient underground complexes. Society crumbled. The shanths were forced to leave the glowing lower world and take to the more desolate parts of their planet. Knowing that the humans were destined to enter their cities in the coming millennium, the shanths sorrowfully laid to rest their valuables within temple recesses. They guarded their treasures by the best means they could muster, and looked to the time when their descendants could reclaim their heritage and restore the race to greatness.

THE REMAINS OF HUMANITY

The destruction of the colony sites left many Earth species refugees in the strange environment of Jorune. Most earth animals perished in an ecosystem in which they had no niche. Although the geography and weather of the planet were well-suited to Earth life, the native competitors held the upper hand in most struggles for survival. Some Earth species survived, humans among them. They quickly became part of the forest fabric. Man became a hunter again.

In the years that followed, humans and shanths played out the hostilities kindled earlier. For fear of shanthic detection and reprisal, tools and technology were abandoned; life became simple in philosophy as existence became a struggle.

ISCIN, FATHER OF THE ISCIN RACES

In isolation after the attack, Iscin, a Bio-Tec engineer, feared that no Earth animals would survive. He attempted to modify Earth animals to make them more competitive on Jorune. In his experiments, he altered several Earth species, including cougar, wolves, and bears, into intelligent, bipedal creatures. These derivative species eventually developed stable populations.

3,500 YEARS LATER

Over the millennia, humans have grown to be the most populous race on Jorune, strongest in the realm of Burdoth (the capital city is Ardoth). After centuries of backsliding, human society on Jorune has begun to progress. Having forgotten their origins on Earth, the humans of Jorune have developed their own cultures. Conditions on Jorune have impeded their technological development, but they have recently recovered caches of the old Earth technology hidden by members of the original colonies. They have learned to use many devices without fully understanding the principles involved. Life on Jorune is a paradoxical mix of old and new as the humans begin to comprehend their origins.

THE SHANTHAS OVER THE AGES

Over the ages, shanths have learned a bit about humans. Although their original impressions have yet to be dispelled, they have come to grips with living as a minority on their own planet. Their interactions with other life forms are usually brief and specific. Hostility between shanths and humans is rare.

Again the shanths watch and wait, this time for a chance to restore their race to its ancestral splendor.

GENERAL INFORMATION

THE PLANET JORUNE

Jorune is similar to Earth in many ways. They are roughly the same size, and share similar climactic extremes. Jorune's rotation period is 27 Earth hours long and its gravity is just a touch under that of Earth's. Jorune and its seven moons circle a single sun, along with the other eight planets in their star system. Jorune is a "blue" planet; water covers as much of its surface as it does on Earth. Isho is the main component that differentiates Jorune from Earth.

ISHO

The mysterious energy that suffuses Jorune is called Isho, by virtue of which shanths "see" and SkyRealms "float." Shanths are natural masters of the ability to weave orbs out of the Isho. These "dyshas" can be learned by humans (and other races, to a lesser degree). The presence of Isho can also create "warps," which act as portals between different areas on the planet.

There are seven basic types of Isho on Jorune, each with its own distinct properties. The Isho types are each named after one of Jorune's seven moons: Shal, Ebba, Du, Gobey, Desti, Launtra, and Tra. The Isho types are also referred to by the color of the moon that they represent.

MOONS OF JORUNE

Shal, Keeper of the Ancient Order

A medium-sized blue moon, elegant and pristine.

Ebba, the Sender

This Jorune moon is devoid of atmosphere; its craters and silver-colored surface are easily seen from the planet. Much shanthic mythology centers around this moon's detailed surface.

Du, the Illuminator

The large Du moon is covered with bright, slowly swirling, amber clouds.

Gobey, the Protector

This black moon is barely visible, except for the slight glow of its reflection and the black patch in the sky it blocks out of the star field.

Desti, the Red Harbinger

This swirling red giant of a moon looms overhead. A silent reminder of history's darker times.

Launtra, the Flow

Seen by many as a symbol of nature, this bright green moon throws off enough light at night to walk by.

Tra, the Warp Maker

The small white Tra moon is in a constant state of flux. Darker areas of Tra swirl about. There are those who believe that future events can be predicted through careful study of the formations on Tra.

CRYSTALS

The planet Jorune is composed of stratified crystal layers. There are seven basic types of crystal, and the color of each crystal reveals the type of Isho contained within. Crystals are coveted because they are used to learn new dyshas and are often components of shanthic technology. Some crystals are common, others are costly.

CRYSTAL FIELDS

Crystal fields are areas where the planetary crystal layer breaks the surface, exposing small crystal-core outcroppings. In these areas, loose crystals are often close enough to the surface to be dug up and recovered. Crystal fields are found in all terrain types, but they tend to be most common in deserts, dry plains, and ice fields, where they are not obscured by underbrush.

WARPS AND WARP WORLD

Warps are instabilities in the Isho flow that allow explorers to enter a place commonly called "WarpWorld." From WarpWorld, explorers can re-enter Jorune through another warp, which can provide instantaneous transport over thousands of miles.

There are dozens of warps in WarpWorld, but few explorers know them all. Without specific understanding of a warp's "Isho signature," it is impossible to locate it in WarpWorld.

Travellers can learn the Isho signature of a warp by using a cle-eshta, a piece of shanthic technology often found in shanthic ruins. Cle-eshtas also transport their users into WarpWorld directly. Care should be taken when using them, for the path from a cle-eshta into WarpWorld is one-way. The traveller must use another warp to re-enter Jorune, and it can be a very long walk from the point of reentry back to the ruins and the cle-eshta.

SKYREALMS

SkyRealms are land masses ripped free from the planet's surface and suspended in air by crystalline repulsion, the force of underground Isho currents exerting a constant push against the underside of a land mass with dissimilar crystalline properties. Some SkyRealms remain in place, suspended up to a few thousand feet above the ground, while others cast moving shadows over the landscape, following the underground Isho currents. These floating land masses range in size from a thousand yards wide to eight or ten miles in diameter. The average SkyRealm is about two miles wide.

Many unexplored SkyRealms linger above the surface of Jorune, their shadowy footprints on the ground below. Low-lying, immobile SkyRealms darken the landscape, and the land lies barren below them. SkyRealms float at an average height of a few hundred feet, although they can drag against — or even strike — the ground below them under the right Isho conditions. Rarely does a SkyRealm's altitude exceed one mile.

In ancient times, shanthic cities were often built in the underground chasms created by the slow cleaving of a soon-to-be SkyRealm and the ground below. Because this process occurred so slowly and predictably, shanthas could take advantage of the massive underground chambers.

GEOGRAPHICAL AND POLITICAL REALMS OF JORUNE

Burdoth

There are many human realms on Jorune, but none are as powerful, or as central to the affairs of all humans, as Burdoth. The lands of Burdoth were chosen by the Earth colony as the primary site for settlement on the planet. Much of the agricultural land in Burdoth is dedicated to growing one of the legacies of the original colony, a bio-engineered wonder plant called "durlig," designed to meet all the minimum nutritional requirements of humans.

The City Of Ardoth

The capital of Burdoth, Ardoth is the oldest, largest, most powerful, and most universally admired human city on Jorune.

A Brief History Of Ardoth

After the Human/Shanthic war, humans lived like scavengers, travelling in bands from camp to camp. Those who remained in one place faced the opening of shanthic warps and the destruction they wrought. They finally discovered a place where neither warps nor shanthas were ever seen. This place became a bastion for human life, a safe haven.

Life was hard for the early Ardothians. The city was built on a bay, and the tides were extreme, sending waves crashing into the shore, sweeping away buildings and their foundations. The winds were strong enough to rip the roofs off of homes, and the Isho storms caused much discomfort. A sea wall was begun that would take many hundreds of years to complete but would offer protection from the tides.

Records of much of the second millennium do not exist, save to document the great plague that swept through all the known occupied lands and brought the growth of human settlements to a standstill during this age. The crugar threat from the far west caught up with Ardoth from time to time. Assaults came from Temauntro every few generations, sparked on by a new, charismatic leader.

The crugar invasion of 3007 brought the city of Ardoth to the brink of destruction. The arrival of a Heridothian legion drove out the crugar and made way for reconstruction. From Voligire came the Ramian Invasion of 3113, and it launched the entire realm of Burdoth into war. Ardoth eventually drove the ramian from the Sychill province and Lusail after decades of war, leaving Ardothian forces in control until Lusail's population overthrew Ardoth's overbearing military presence.

Another crugar assault on Burdoth was launched in 3437. The crugar first destroyed cities in the Gauss Valley and then ventured east to Ardoth. Again the city was under siege and fell to its knees. The discovery of Earth-Tec weapons in an underground cache made possible the defeat of the crugar. With ready supplies of energy weapons, the current Dharsage ruler drove the crugar across the Doben-al and back to Temauntro.

Upon return to Ardoth, the Ardothian leader stepped up his involvement in a war in Heridoth. This brought Burdoth into what is now referred to as the Energy Weapons War, which eventually stalemated in the valleys of Heridoth. By the war's end, Ardoth had become Jorune's most powerful city.

Heridoth

Heridoth, a once-great human realm, has now fallen from power and prestige into a nation of warring city-states and factional powers. While weakly allied with Burdoth after a brief period as a province, it takes little interest in the affairs of its great neighbor. The last two major wars have raged through Heridoth and left it shattered. Now petty warlords fight over the scraps of what remains. SkyRealms are said to float freely in the central mountain ranges of this realm.

Anasan

This southern realm is located just below the East Trinnu Jungle Lands. It is populated mainly by woffen and humans. The realm is friendly with Burdoth but is not involved politically with the Ardothian council. Anasan is large but has a low population density. There is no central power here, with rule divided among a variety of provinces, small city-states, and individual villages.

East Trinnu Jungle Lands

Located to the south of Burdoth, these jungles have been home to pockets of the insidious cleash since 3464. Crystals and limilates can be found in abundance here. These lands are dangerous and are not crossed without dire need.

Ice Fields of Gilthaw

This large, frozen land is home to the cleash. Cleash are feared and despised by most of the other cultures on Jorune for their relentless aggressions against the other races. They are not well-suited to the frozen wastelands in which they live, and scholars have spent centuries searching for clues that explain their existence so far north.

Voligire

Voligire, the domain of the ramian, is a hot, volcanically-active land seething with black bogs, swamps, and dead lakes. Although not as despised as the cleash, the ramian's warring passions have brought them in conflict with most of the other realms of Jorune. Their last major war, only nineteen years ago, left Burdoth's Lelligirian Navy in ruins and cost the lives of 3,600 seamen.

Ramian scour the globe in search of "shirm-eh," an herb they require in order to heal from injury. They do almost anything to get it. The ramian search for shirm-eh has ignited many wars over the centuries.

Lundere

This realm is the home of the woffen. They were separated from their brothers in Anasan thousands of years ago when the warp between Anasan and Yobreh (a region of northern Lundere) lost stability.

The lands of Lundere are more mountainous toward the east and are at some points virtually impassable. The southernmost areas are desert-like, and the ground is cracked and brittle. Before humans came to Jorune, Lundere was the center of shanthic civilization. Many shanthas still inhabit the remote eastern regions of the realm. Woffen think it wise not to disturb the shanthas, and the two races have no history of conflict.

Dobre

Populated by the bronth, Dobre is Burdoth's neighbor across the sea. The bear-like bronth live in a relative state of peace in this rugged land of rocky hills and forests. The Bronth harbor great hatred for the ramian, and Dobre is in a constant state of war with the lands of Voligire and Sillipus..

Drail

The warm, fetid jungles of Drail are home to the trarch. Few other creatures venture into the interior of the continent, save the ramian, who frequently stage slaving raids from their outposts along the eastern coastline.

Doben-al

West of Burdoth is a vast, empty wasteland called the Doben-al. Very little is known of this, for the harsh conditions make exploration almost impossible.

Temauntro

Separated from the Doben-al by the Doughtrow Mountain Range, Temauntro is the home of the crugar. A harsh realm of grasslands and desert, Temauntro is known to abound with crystal patches. Treasure hunters are cautious, however, for the crugar are extremely territorial.

Jasp

This human realm is located far to the north of Temauntro, in lands covered with snow and ice. Raw crystals are plentiful in Jasp. Jaspian do have great respect for Ardoth, and they prefer to stay out of the affairs of other races, maintaining neutrality. They trade heavily with Temauntro's northern crugar population, and have even been known to deal with ramian and cleash.

Delsha

No explorer in recent history has ever returned from this island alive.

Sillipus

This island in the southern seas is populated by thieves, pirates, and vagabonds, all under the dictatorship of the ramian. Incupods grow everywhere in the lush, tropical conditions, but ramian patrols make travel difficult.

The Glounda Forest

The Glounda Forest is a large, mainly uninhabited wilderness region that supports a variety of Terran and Jorune life forms. The forest's history is shrouded in legends of savagery and terror. There are stories of barbarian humans, refugees of ancient wars who took to the forest; strange, violent Isha storms that frequent Glounda; and of the huge, terrible form that has arisen from the forest's depths, destroying villages and causing violent, unnatural deaths.

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Skyrealms Of Jorune: Alien Logic

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With Special Thanks to our friend
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