

The title logo for 'Knights of Xentar' is set within an ornate, golden frame with intricate scrollwork and a central red gem. The text 'KNIGHTS of XENTAR' is written in a stylized, red, serif font.

KNIGHTS of XENTAR



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Scanned by Cpt.Mosca
Junio 2003



Users Manual

Knights of Xentar

LEGAL MUMBO-JUMBO

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Knights of Xentar

Quick Start

For the hard-core gamer, these over-simplified instructions will warp you to the action faster than a speeding bullet, leaping you over...oops, this isn't Superman, is it?

1. Install the game by typing **INSTALL** from the *Xentar* CD-ROM or *Xentar* Diskette directory.
2. Choose the appropriate source, target directory and sound card options from the installation screen.
3. Install the game, then go to the new game directory (default, C:\GAMES\XENTAR) and type **KX**.
4. Put the kids to bed and light the midnight oil! Oh, and don't forget to call in sick tomorrow!

More than basic RPG how-to.

Imagine, all the background you would ever want to know about life in Xentar (actually, only what's interesting). Learn more about Desmond, Rolf, and just about everyone you'll meet in this madcap adventure. Packed with plenty of hints, tips, and explanations for playing what is, without a doubt, a truly unique fantasy role-playing game.

This manual is must reading, especially if you want to know about the NR-18 upgrade!

Knights of Xentar

Installing the Game

The following instructions assume you are familiar with DOS. *Knights of Xentar* is DOS-based and is not designed to run under Windows™. If you have any problems installing or running the game, please refer to the **TROUBLE SHOOTING** section in this manual before calling technical support.

CD-ROM Installation

1. Insert the *Xentar* CD-ROM into your CD drive.
2. Type **D:\INSTALL** and press **↵** (the default CD drive-letter is D, however, your CD drive-letter may be different)
3. Go to the **Initial Game Configuration** section to continue with the installation.

Diskette Installation

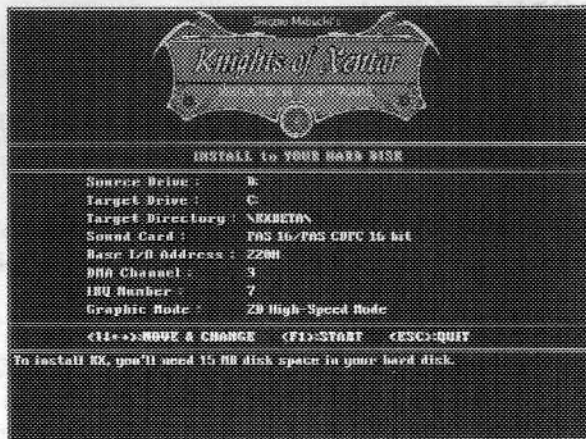
DO NOT OPEN THE SEALED DISKETTE PACKAGING until you make sure you have the *Xentar* **CODE WHEEL**, described in the section **CODE WHEEL**. You need the code wheel to play the diskette version. If your game does not contain a code wheel, return immediately to the place of purchase.

1. Insert the 3.5" high-density *Xentar* Disk #1 into the diskette drive.
2. Type **A:\INSTALL** and press **↵** (substitute B for A if your 3.5" high-density diskette drive is B).
3. Go to the **Initial Game Configuration** section to continue with the installation.

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Initial Game Configuration

Please read this section before continuing with the game installation. It's best if you leave the default settings on but you may have to select a different sound card setting if you do not have a Sound Blaster™ card installed. If a setting doesn't work for you, come back and try another selection.



1. Use the and keys to move vertically through the options.
2. Use the and keys to choose your selection.

Source Drive: Select drive where *Xentar* CD/Disk is located.
Target Drive: Select drive where you want to install the game.
Target Directory: Select the exact location (directory) where you want to install the game.
Sound Card: Select a sound card or choose No Sound Card.
No Sound Card *ProAudio Spectrum 8 bit*
Adlib *PAS 16/CDPC 16 bit*
Sierra ARIA *Thunder Board*
Sound Blaster *S/B Pro*

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Base I/O: } Leave these on the default settings. If
DMA Channel: } you don't hear music, sound effects or
IRQ Number: } voices, see **TROUBLE SHOOTING**.

Graphic Mode: You choose wide or normal screen here. This option can also be toggled from the System menu when playing the game.

3. Press to continue or press to abort the installation.

Sound

Knights of Xentar music was recorded using an FM synthesizer while the sound effects and speech were recorded directly on digital audio tape (DAT). The reproduction quality will differ with each sound card.

Megatech games are compatible with most sound cards. Megatech cannot guarantee, however, that your sound card will reproduce the recordings due to the different techniques used by each vendor.

The cards listed below (in no special order) were used during beta-testing and received Megatech's seal of approval! The sound quality does differ with each card. We provide this list in case you're thinking of buying a sound card.

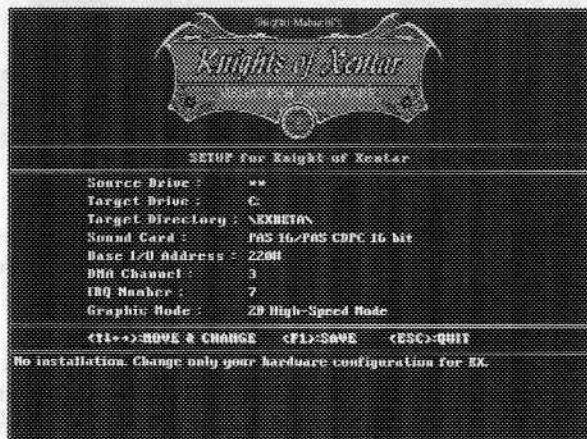
100% Compatibility list

Creative Labs	Sound Blaster™
Creative Labs	Sound Blaster Pro™
Creative Labs	Sound Blaster Pro 16™
Media Vision	Thunder Board™
Media Vision	Pro Audio Spectrum™
Advanced Gravis	Ultra Sound™
Sierra Semiconductor	Aria Synthesizer™
Ensoniq	Soundscape™

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Changing the Game Configuration

Change the game configuration any time after the installation by typing INSTALL from the *Xentar* game directory (the default directory is C:\GAMES\XENTAR). The setup screen will appear. Make sure the screen title under the *Knights of Xentar* logo is "SETUP for Knights of Xentar." If not, press the and keys to highlight the title then press the and keys to select "SETUP for Knights of Xentar."



Refer to the documentation that was provided with your sound card for information on setting/changing DMAs and IRQs used by the card. Then select the appropriate setting here to match your sound card configuration. Sound Blaster™ owners need not load the sound card drivers in their CONFIG.SYS file; *Xentar* will detect the card if Sound Blaster is selected. See the **Initial Game Configuration** section for detailed information on sound card compatibility.

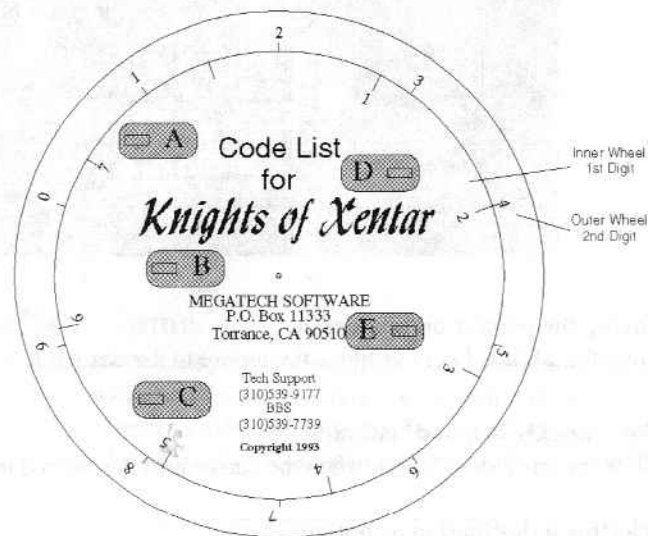
Press to save your new settings or press to abort.

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Code Wheel (diskette version only)

The *Knights of Xentar* diskette version incorporates the infamous anti-piracy measure: a code wheel. You must enter a code from this wheel each time you want to play the game. We know you don't copy software to give to your friends (or worse yet, copy software to sell to others). Unfortunately, not everyone is like you.

When the game prompts you for a code, for example A-24, rotate your code wheel aligning the number 2 (inner wheel) and the number 4 (outer ring). Then type in the code that appears in the A window.



Take care not to lose or damage the code wheel! Replacements are not free and you must be a registered user (by sending us the registration card). For missing or damaged wheels, talk to the store manager where you purchased the game.

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Player Interface

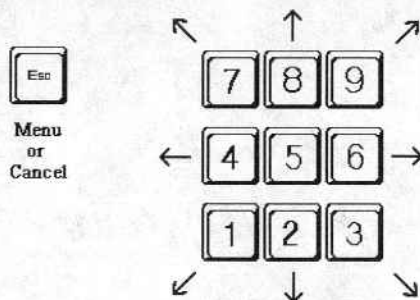
Xentar is keyboard/mouse friendly but we prefer using a mouse.

Mouse

All Microsoft® compatible two-button mice will work. Below are a few pointers to help you become familiar with the mouse functions before playing the game.

Keyboard

Use the directional arrow keys on the keyboard's numeric keypad. The Numlock key will not affect the use of these keys.



- **Moving the pointer on the screen.**

Press the keys or move the mouse to the desired location.

- **Move quickly to a destination.**

Click the left mouse button when the cursor is at the desired location.

- **Selecting a destination or option.**

Click the left mouse button on the destination or option.

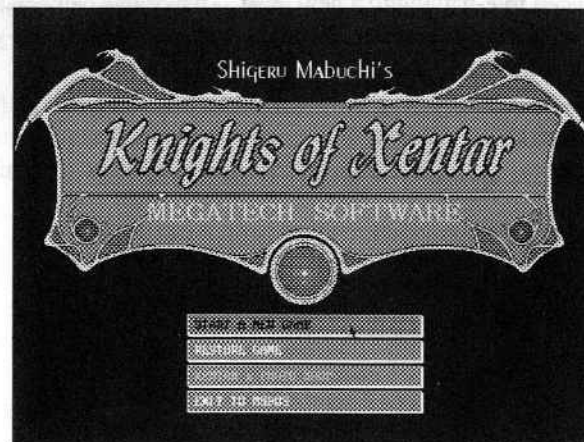
- **Moving quickly in a particular direction.**

Click the right mouse button when the cursor is in the desired direction, obstacles will stop movement.

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Begin Play

Go to the Xentar directory (the default is C:\GAMES\XENTAR), type KX and press . The menu below will appear allowing you to start a new game, restore a previously saved game or go to the Photo Shop, if available. The four options are described below.



Start a New Game

Begin with Desmond entering Squalor Hollow. Read the **Desmond, or the closest thing we have to a hero** section for the inside story! You have a choice of selecting a different name for Desmond but the character voices will refer to Desmond (for those using a compatible sound card).

Input Player's Name :
(within 8 letters)
[Desmond]

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Restore Game

Call up your favorite saved game. For more information, refer to the FILE menu option described in the **Game Screen** section.

Xentar's Photo Shop

Thanks to the comments and suggestions of *Cobra Mission* players we enhanced role-playing to a new level. Disposable cameras! Carry along during your quest, then take your rolls here to get your pictures developed.

Exit to DOS

Wait! Don't give up yet. You're only at the title screen!

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The Game Screen

Take a minute to look over your screen before playing. Knowing what, how, and why your screen appears like it does will make the game easier and more enjoyable!

Move about Xentar by using the mouse or keyboard arrows. Make sure you run into people to talk to them and run into objects to find things.

Left-click the mouse anywhere onscreen to travel to that particular location. Right-clicking the mouse will move Desmond in that particular direction until he bumps into an obstacle.



The six choices on the lower left menu bar, reading from left to right, are: Item, Equip, Status, Magic, File, and System. Brief descriptions are provided below for these six menu categories.

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Item

The first menu selection appears during the walkabout and during battle. When you're thirsty, gulp down one of the many power drinks. If you're injured and need immediate triage, apply one of the local healing potions. Wonderful items will be available if you planned ahead and bought them at one of the many Xentar shops.

Heal Potion	7
High Potion	15
Deluxe Potion	16
Magic Nut	4
Magic Potion	3
Smoke Grenade	8
Holy Water	3
Magic Wing	1
Stamina Drink	1
Speed Drink	1

Heal Potion \$100

Tastes like lizard's skin but it works! 100 Hit Points.

High Potion \$240

Comes in cherry, lemon and raspberry! 250 Hit Points.

Deluxe Potion \$1,000

Best bang for your buck! 100% Recovery

Magic Nut \$1,500

No, it's not what you think! Reserved for Luna for performing magic. 50 Magic Points

Magic Potion \$4,000

Magic Nuts smothered in chocolate with a sprinkle of cinammon. 250 Magic Points

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Smoke Grenade \$200

An immediate escape from battle and quick nicotine fix.

Skunk Oil \$250

Named for what it is, this stuff keeps the beasties away. It's the only thing in Xentar that can mask Desmond's peculiar odor. If you can stand the smell, use it!

Magic Wing \$250

Looks more like a propeller than wings but don't be afraid to use it. Will teleport your butt to the last town visited.

Stamina Drink FREE

It's free. Free?! Freeeee!! Increases your HP capacity. And don't think it's only for fighting! The maidens love men who drink STAMINA! No Diet version out yet. Can't buy it in the shops but it's around so keep an eye out for it.

Speed drink FREE

Another Freebie! Chug this one when you find it! You get three dexterity points. Count 'em. 1, 2, 3... 3 Dexterity points!

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Equip

The second menu item on the game screen; all your weapons and armor can easily be reached from here. A submenu appears listing the available characters. Select a character to equip then choose items from each pop-menu that appears like the one pictured below. Selected items appear in green.

WEAPON	ATK	WEIGH
KNIFE	+10	1
DAGGER	+20	2
DAGGER+1	+25	2
NOTHING		

The pop-menus provide meaningful information on each of the items listed to aid you in selecting the best item for the character. See the **Status** section for an explanation of the abbreviations.

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Weaponry

No 15 day waiting period in Xentar! Weapons are easy to get in Xentar; there's a surplus, sold to shops for cash by families in order to bury their would-be heros.

Light Sword +2 \$10,000

A genuine sword of the now-relegated-to-history Dragon Knight. The lightweight, precision-cut neon alloy will cut through stone and still slice a ripe tomato!

Miracle Axe \$7,000

A lightweight axe designed for flesh sculpturing.

Angel Ring \$10,000

A gift to Sabrina after Charlie reneged on his promise to marry her in the late 70's, this magical trinket packs a wallop when used by a good-looking brunette.

Iron Armor +2 \$15,000

If you can carry this hunk of deadweight, trust us, it will work. Serves as a chastity dress, as well!

Dragon Shield \$5,000

The Official shield of the Dragon Knights. Widely available in army/navy surplus shops.

Magic Robe \$7,000

An Emilio design exclusively for the chic sorceress, the chiffon-laced velvety robe sports a matching teddy. Dry Clean only.

Dragon Gear \$2,000

These sneakers not only defend one from magical attacks, they are a fashion statement. Come with left and right shoelace.

Iron Shield +2 \$5,000

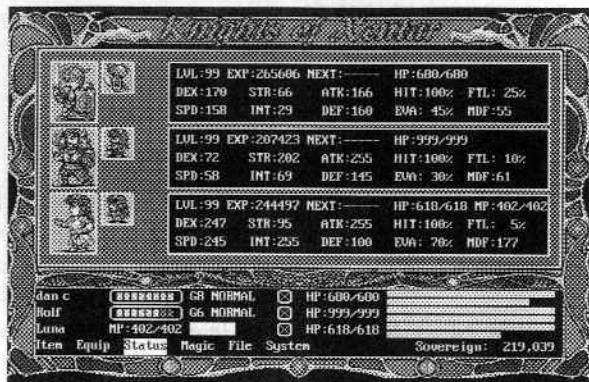
A steal! Stolen from the Ironworks before the Iron Armor +2's were cast, these are 1/3 the price!

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Status

Select here to view up-to-the-minute information on Desmond, his party, and the treasure they collected. A submenu will appear with two choices: Player and Treasure



Character	Level	EXP	Next	HP	DEX	STR	ATK	HIT	FTL	SPD	INT	DEF	EVA	MDF
Desmond	99	265606	---	680/680	170	66	166	100%	25%	158	29	160	45%	55
Holf	99	287423	---	999/999	72	202	255	100%	10%	58	69	145	30%	61
Luna	99	244497	---	618/618	247	95	255	100%	5%	245	255	100	70%	177

Character	Level	EXP	Next	HP	MP	Item	Equip	Status	Magic	File	System	Sovereign
Desmond	99	265606	---	680/680	---	---	---	---	---	---	---	219,039
Holf	99	287423	---	999/999	---	---	---	---	---	---	---	---
Luna	99	244497	---	618/618	---	---	---	---	---	---	---	---

Player

Lists the vital statistics for the characters and their mug shot. The abbreviation are described below.

LEVEL

General skill. The higher, the better.

EXP

Experience. Kill beasties and perform heroic deeds to improve.

NEXT

Experience needed to reach next level.

MP

Magic Points. Ability to sustain spells.
Same as HP.

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HP

Hit Points (Current/Maximum). Ability to sustain blows. Rest inside inns or using healing potions to improve.

STR

Strength. Ability to belt beasties hard.

DEX

Dexterity. Ability to dodge blows and counterpunch.

INT

Intelligence. Thankfully not yours (just kidding!).

SPD

Speed. Ability to attack often or run away.

ATK

Attack. Specific fighting skill. Select individual weapons and special items to improve.

DEF

Defense. Specific fighting skill. Select armor and special items to improve.

HIT

Hit. A neat percentage summarizing everything else.

EVA

Evasive (chicken) Factor. Odds of running away!

FTL

Fatality. Ability to strike deadly blows.

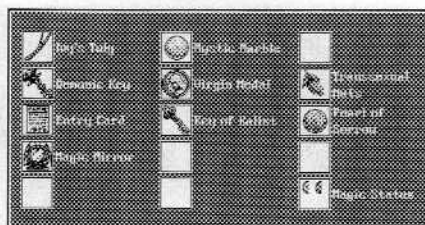
MDF

Self-explanatory.

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Treasure

Displays your treasure. Except for the Game Over screen, this is the most depressing screen when you begin the game because you have nothing!



Don't be discouraged though, Xentar is a big land with many treasures to discover (not to mention lovely maidens). Moreover, you need these treasures to progress in the game. So the more treasure you find, the closer you will be to finishing the game.

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Luna's Special Tricks (Spells)

When Luna joins the boys, she will definitely make up for her attitude through her awesome powers. A sorceress her entire life, Luna enjoys badminton, reading romance novels and soaking in a hot bath. Her favorite color is lavender and she can't live without her Salty Dog crackers.

Pick a spell from the menu item. Magic that is available will appear. Don't give up right away if you don't find any magic. It's not easy to find but sort of like love, you got to hunt it down and beat it with a stick. Below, we describe each of her tricks.

Earth

"Dust to Dust" said in reverse. Yes, we know that's still dust to dust but said correctly her incantation revives lost Hit Points (HP). If more than one character is wounded, select one from the list.

Warp

Take Luna Air instead of walking. She teleports to any town. Just ask her for destinations but don't expect a meal during the flight.

Fire

Mmm...roast duckling. For those too slow to duck.

Blizzard

No, this isn't Luna saying no to Desmond. That one's called Deep Freeze with a blanket for the sofa.

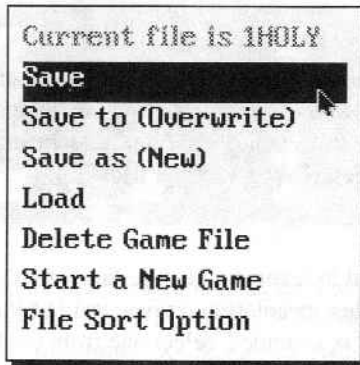
Thunder

Luna's favorite. She's even known for using it on unsuspecting passersby.

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File

Select here to save your current game, load a different game, clean up your save game list or start again from scratch in Squalor Hollow. The menu options are:



Save

Save the current game to the filename you last saved to or restored from.

Save to (Overwrite)

Save the current game overwriting an existing saved game. Select from the list of saved games that appears. Be sure this is what you want. **THE CURRENT GAME OVERWRITES THE OLD SAVED GAME.**

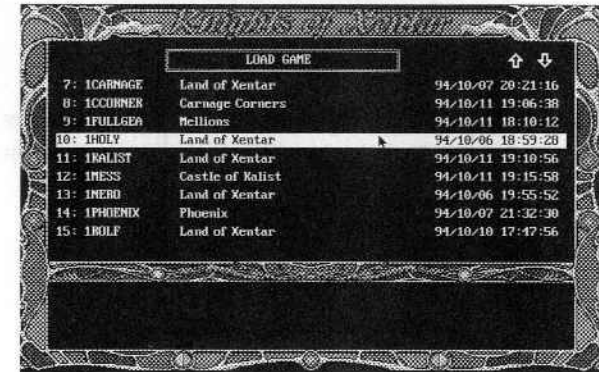
Save as (New)

This option requires a bit more effort on your part. You must type a name for your game, up to (gasp) eight characters long.

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Load

Call up your favorite saved games. Games are listed by name (max. 8 digits) and the date/time when last saved. **SAVE YOUR GAMES OFTEN**, you can save up to 99 games!



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Delete Game File

99 saved games maybe be too much for anyone to handle! This option is useful for trimming down your saved game list but **BE CAREFUL!** Caution is especially important for the NR-18 version if you're planning to show your friends Xentar's special treasures!

Start a New Game

Completely lost? Start again. Same as the selection by the same name that appears in the Xentar main menu.

File Sort Options

Anal retentive? We have exactly what you're looking for. A saved game organizer. Let's you sort in many exciting ways including by date and alphabetically...and it's absolutely free!

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System

The last but just as important menu category located in the lower menu bar of the game screen. Change here a variety of game options any time during play. Each option is described below.

Map Type	2D
Walk Speed	1
Battle Speed	2
Music	ON
Voice	ON
Sound Effect	ON
Exit to MSDOS	

Map Type

There are two ways to play the game. Standard Screen is okay for most people. It's an overhead view of the game.

But if you own a pentium and want to drink in our new Wide Screen technology, play *Knights of Xentar* as it was designed to be played! Get yourself a case of beer, we prefer the 24-pak in bottle, set the map type to Wide Screen. By the time you're through guzzling down the last bottle, the game play will appear in 3-D!

Walk Speed and Battle Speed

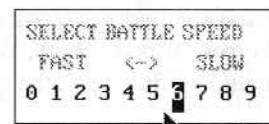
Pure unadulterated fun are these next two options but don't set these two options intuitively or else you can go ahead and imagine the side of your face slammed and plastered up against a brick wall.

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Lower the walk speed to move quickly through Xentar. Walking quickly can help you avoid talking to people but then, that's no fun!



Like we said, be careful on how you set this baby. Our combat animation can be entertaining; blow-by-blow or fast and furious.



Music

When one gets to be a hero of Desmond's stature, invisible musicians will surely follow.

Voice

If you joined the multimedia revolution and have the *Xentar* CD version, you're lucky! This cuts down drastically the amount of reading. Heck, if you wanted to read you would have gone out and bought a book!

Sound Effect

Since stores refused to stock *Xentar* with our special Odorama Virtual Reality packets, we filled the game instead with digitized sound effects. These don't require reading either!

Exit to MSDOS

Loved ones? School? Work? Sorry, we don't accept these as excuses but if you must, leave the game this way.

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What You Need to Win (Part I)

Sovereigns

Displayed on the lower right of the game screen, we keep a running tally of Desmond's money. Poor guy can't count past ten. This is the coin of the land, nothing else is accepted here, not even your VISA card. Use sovereigns to buy weapons and pay for rooms.

What You Need to Win (Part II)

Magic

You can't buy magic but you can find it, so look carefully! Magic is available in five different types of spells: Earth, Warp, Fire, Blizzard and Thunder. Don't even think of finding all the spells when you first start playing.

Magic can only be used by those well-versed in alchemy. All others using magic are on their own; we don't accept responsibility. Keep an eye on your Magic Points (MP). Restore by resting inside inns or using magic items.

Should I Stay or Should I Go? (Combat Tactics)

Determining combat tactics takes some effort on your part. You needn't be a West Point graduate but any real-life experience you have may come in handy now.

Rather than determining combat skirmishes blow by blow, we designed Knights of Xentar so as to simulate one of those, you know, strategic sims. You determine your tactics and then, in real-time combat, you can choose to use special items including magic!

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Tactical options

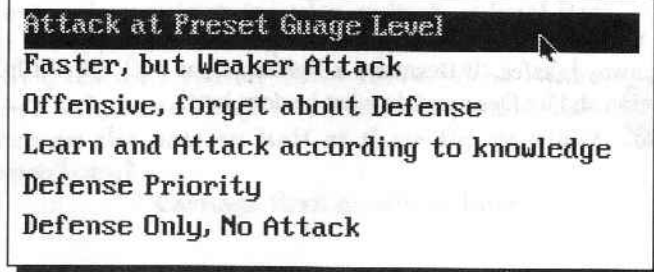
A LED display of the attack gauge appears immediately to the right of the character names. This display provides you blow-by-blow entertainment sort of like the LEDs on your stereo equalizer. Control the force of your attack by clicking on the attack knob immediately to the right of the LED display and the following attack gauge will appear.



Think carefully before setting this gauge. The lower the setting, the more blows you will deliver. The higher the setting, the deadlier the blows. Higher settings sacrifice defense; the blows take longer to deliver leaving you vulnerable to a beastie attack.

Attack Options

You can fine-tune your strategy here by selecting one of the following techniques taught to Shigeru Mabuchi during his teen years in the Middle East.



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Attack at Preset Gauge Level

Self explanatory.

Faster, but Weaker Attack

Delivers the punch but weakens rapidly. Use only on the geritol generation and other lightweights.

Offensive, forget about Defense

Got hit points and armor to spare? Does your fighting prowess far exceed your intelligence? Go for broke then and select this option. Remember, you can always run away!

Learn and Attack according to knowledge

Certainly not the most effective technique at first, but the faster your knowledge of individual monsters and scumbags increases, the faster you'll be able to skewer them. (Hint: keep your eyes on your knowledge percentage)

Defense Priority

Low on hit points? Can others in your party take the heat? This is always a smart choice when saving one's life takes precedence over taking another's.

Defense Only, No Attack

Running away is safer. If Desmond is fighting alone NEVER SELECT THIS option and let Desmond do what he does best. Run away!

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Bestiary

Why is Xentar infested with countless monsters, the undead and other scum? Was it a sorceress experiment gone awry? Easily accessible green cards? These questions are not at all rhetorical and you will discover the truth to these and other existential questions toward the end of your quest.

Here's what will greet you in the Xentar wilderness.

Slime

Ooze with eyeballs. Not necessarily Xentar's toughest foe, but one that can be deadly as well as driving up anyone's dry cleaning bills.



Daos

Many a slow-witted traveler or herd animal has met an early demise by meeting these creatures with questions rather than force. Who made them? What are they? How can they move balanced on the bottom half of their figure-eight shaped body?



Carnage first, questions later.

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Battle Bee

Xentar tabloids have been writing about them for years, but now the battle bee's have arrived. Unlike normal bees, they weigh about 50 pounds each, and their stingers remain attached to their bodies, allowing repeated attacks.



Joker

The Megatech lawyers made us get rid of the whiteface and green hair, but don't let their ordinary appearances fool you — they're every bit as deadly. Watch out for large groups, where their rapid fire attacks can be overpowering.



War Wolf

Myopia and poor fashion sense have done little to curtail the savagery of the continent's most confused canines. Chivalric code states that you're not supposed to hit anyone with glasses, but with all of the cosmological significance this mission has, don't worry about it.



Killer Dog

These bipedal canines have sharp knives and a temper to match. Don't try rubbing their bellies, just kill them.



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Bandit

No, they're not clones. All of Xentar's bandits wear the red beard and eye patch set to honor their leader. Luckily they may look like him, but don't fight much better.



Death Doll

This is what happens when mannequins go bad. They might not have that many hit points, but their solid wooden bodies are their own best armor.



Evil Sprite

Fortunately for everyone involved, all these succubi-rejects want to do is slice and dice do-gooders with their blades. Soft and pink on the outside, infernal ichor flows through their veins, making them quite difficult to kill.



Fire Bird

Somewhere between the majestic phoenix and the lowly squab is this fiery flyer. Both light and dark meat taste like the gasoline that powers its deadly firebursts.



Knights of Xentar

Demon Eye

Unhappy with their hellish hosts these vile jellies fled to Xentar where they bounce and blast with relish. Kill them quickly before they fire their eye-blasts.



Living Tree

Nobody's quite sure where these walking ads for defoliant came from. Some say it was a mad wizard trying to combine plants and animals, while others believe that some trees simply got bored of standing in the same place all of the time.



War Bear

The war bears were originally a tribe of black bears going gray with age. A disastrous hair-dye experiment turned them blue and their disposition sour. Though vegetarians, they will attack on sight — even if you're not laughing at them.



Giant Clam

These oversized appetizers have developed a nasty temper since their dungeon environs are about as remote from salt water as one can get without entering the magic realms surrounding Xentar.



Knights of Xentar

Pygmy

A classic case of political correctness hurting those it was supposed to help: Xentar's "little folk" were all gainfully employed on the inter-city dwarf tossing circuit. When their "barbarous" sport was outlawed, they had no choice but turning to crime.



Poison Cobra

Possessing more venom than one of Desmond's ex-girlfriends, they deliver a nasty bite that should be avoided at all costs.



Pygmy Boss

These rare individuals not only acted as the tosee in dwarf tossing, but could also throw their smaller brethren remarkable distances.



Orc

Per the International Fantasy Role-Playing Association (IFRPA) charter, section III, sub-paragraph c "All FRPG's must contain three out of the following five: giant rats, goblins, orcs, ogres, and skeletons.



Knights of Xentar

Evil Elephant

After years of touring with a production of *West Side Story*, these hip pachyderms honestly believe they live to rumble no matter how cold it gets outside.



Kumonger

Let's just say you should be glad we're not using the "other half" of this malfunction in the Megatech office teleporters. Remember, they digest their food before they eat it.



Ghost

Something about near-incorporeality makes these hard to hit, but keep trying because you CAN kill what is already dead.



Wizard

They don't seem that tough so skewer these losers quickly because they have the best medical insurance available — magic.



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Mini Devil

Xentar might have a lot fewer criminals if they knew their afterlife would be spent as one of these fire spitting bullfrogs.



Skeleton

The only thing worse than dying in Xentar is coming back as one of the undead. Hydroencephalic skeletons have been found wandering the underground realms of complaining of neck pain and long stalling hours.



Zombie

To help complete the feeling you get battling these skeletons in rotten flesh, take an uncooked chicken and leave it on the kitchen floor for a month. Some say we should have bathed them, but it's too late to say we're sorry. I don't know, why should we care.



Mummy

A mod version of the royal Egyptian tomb. Don't be fooled by the snazzy zombie hairpiece, they can be just as cranky as their ancestors.



Knights of Xentar

Hit 'em High, Hit 'em Low (Target Selection)

You not only can decide how and when to fight but you can also choose where to best apply your attacks. Everything is here to satisfy the armchair general in all of us.

Weakest

That's right! Pick on the little guy. Concentrate your attack against the beastie with the fewest hit points. This way, if you're outmatched you can still draw some blood before running away.

Scattered

This is for the conservative leader. Don't be outflanked and protect your rear. Selecting this technique will spread your attack across all the opposing nasties.

Strongest

Me Tarzan, You Jane! Yep. If showboating is your cup of tea or you just don't give a damn, don't pull any punches and go for their heavy-weight. You take the big guy out and the rest of the nasties will surely turn to jello.

The Nitty Gritty or How to Stay Alive (Other combat options)

When you are in actual combat don't overlook the menu bar at the bottom of the screen. Sure, you think you're Colin Powell material but when it's time to face the beasties you better have what it takes or you will be pushing up daisies. The four menu choices are: Item, Weapon, Magic and Run Away.

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Item

Suck down a healing or magical restoration potion if you have any and, of course...smoke 'em if you got 'em.

Weapon

Grabbed the poultry knife instead of the Falcon sword? Switch weapons during battle.

Magic

Magic spells on demand, but only if you have them!

Run Away

Not an option to be ever taken lightly, especially since the death of any character will end the game.

Other combat stuff you may care to know

Directly on screen, injuries will appear numerically in red numbers while the healing process appears in yellow. Pay close attention to these numbers because many tougher nasties can heal themselves and some will even be healed by some of your magic spells!

Think twice before changing strategies halfway through battle. Even when you're getting walloped, we recommend Desmond's tried and true strategy, running away!

Finally, learn the subtleties of *Xentar* combat by leaving the tactical options alone during battle and concentrating on casting magic spells and sucking down on healing potions.

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Shops and Inns

You're not earning all of those gold sovereigns for your retirement. Look for Weapon shops and Apothecaries. Look for Inns with vacancies.

Shops will provide lists of items for you to buy or sell, including the ever popular LEAVE option. The list of available equipment appears on the left, and any highlighted item will have a brief description at the bottom and relevant information on the side including (when applicable):

Inventory

How many items you already possess.

Attack

The effect the weapon or item will have on the equipped character.

Defense

The effect the weapon or item will have on the equipped character.

Magic Def.

Any magical protection will be listed here.

Speed

The speed factor (penalty) for using that particular item.

Also note that all of the items will appear with one of the following tags.

YES -- The character listed can use the highlighted item.

NO -- The character listed cannot use the highlighted item.

EQP -- The character listed not only can use the item but has one or more equipped already.

Knights of Xentar



Desmond, Slayers of Monsters, Avenger of the Wronged, Lover of Easy Women (or the closest thing we have to a hero)

Historians don't have a clue as to the identity of his parents. His name in fact, is that of the diaper service wagon this infant hero was discovered in — apparently discarded along with the soiled diapers. It is for this reason that both his reputation for surviving overwhelming hardship and his terminal body odor linger today.

Likewise, more rumors than fact exist today concerning Desmond's early years. Frankly, we'd rather choke on vomit than generate unnecessary pity for Desmond's neglected and lonely childhood.

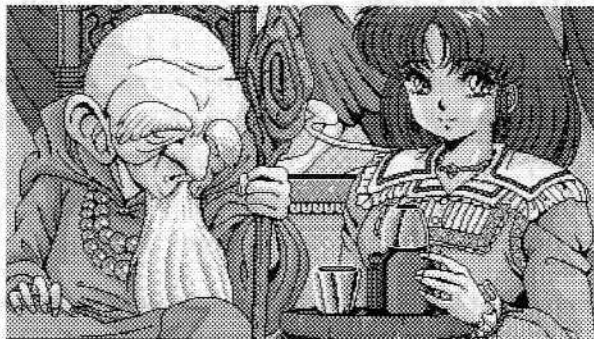
Fortune, it seems, dumped the diaper wagon and infant on the outskirts of Polk. A Xentar village where it's prophesied that whoever takes in and cares for a terminally odorous child one fortnight will be rewarded in

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the afterlife. The village, impoverished and disease-ridden having been built on a swamp, took in young Desmond passing him from house to house each fortnight, killing themselves in hopes of collecting their just reward.

It took exactly two years for the small, highly inbred, and thoroughly evil village to be decimated by its stupidity. Incredibly, Desmond recalled no emotional scars nor was remorse felt in the neighboring villages: the Polks had finally sunk in their own mire.



Word reached Eustacious, a wandering minstrel, who convinced that his self-affirming feel-good songs would be a welcome blessing to his empty coin pouch, headed to the village. His hopes dashed on finding only the abandoned toddler being raised by milk cows. Eustacious fell dead because he is an uninspiring character with little importance

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to the plot.

Rolf, on the other hand, is a central figure in this epic tale; hired by Eustacious to protect the pathetic tenor from his own audience. The two hundred pound, eight-year old boy bore a hairier chest than most bulls and with a temper to match.

Taking Desmond under his charge, Rolf soon learned of Desmond's affect on women; truly a mixed blessing. In spite of the latter's peculiar odor, the little guy was invariably welcomed inside while Rolf was sent to toil in the stables.

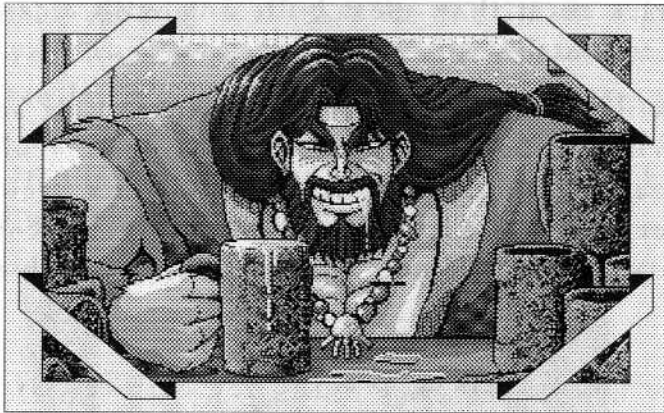
The young brides, longing for children of their own, fawned over Desmond serving him lemonade and shortbread on nothing less than china and crystal. The result, of course, was that Rolf could count on work for months at a time. The bad news: his wages went to pay for everything Desmond broke.

Rolf dreamed of killing Desmond, but the utter lack of challenge kept him from acting out his fantasy. Instead he thought, he would teach Desmond to fight, forging him into a worthy opponent. Then, he would kill him.

That was the plan and the

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years thus passed. Rolf grew bigger, stronger and hairier. He mastered the battle-axe and strong drink, often at the same time. Desmond, on the other hand, learned to run away really fast.



Still, Rolf persisted: finding virtue in his pale, smelly companion's speed, he trained him in the art of fencing.

Rolf's hard work paid off when his undevoted student became halfway proficient with a thin blade. Desmond even managed to hold his own in a number of adventures that neither of them can remember due to their fondness for Xentar's unique delicacy: dried meats marinated in 120 proof alcohol.

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The cool early morning haze blanketing them, the two companions would wake and lift their painful bodies up from piles of dead foes. Surveying their surroundings, the pair knew they had again vanquished evil; and sneaking away from their sleeping companions the boys grinned knowing the maidens would have a lot of explaining to do to their anxious, waiting families.

On Desmond's eighth birthday, not a tavern would serve the two and not because of Desmond's age. Desmond was actually seventeen. He learned how to fight well enough but counting beyond ten was beyond our young friend's capability.

Rolf, on the other hand, knew how to count. He was twenty-one but was having trouble coping with another number, two hundred and forty-six; the number of men he had killed. True, most were murderers, corrupt tax collectors, and balladeers; but the carnage was beginning to sicken him.

Suffering from the d.t.'s (DELIRIUM TREMENS), Rolf holed himself up in a small hut with a group of men beating a drum. There, he learned he hated hugging other men.

Seeking true enlightenment, Rolf felt he must identify with the most

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pathetic of creatures. Memories of Eustacious not withstanding, Rolf joined a touring musical theater group. But we digress, let's leave Rolf and his repertoire of show-tunes and return to the hero of our tale.

His partner gone, Desmond continued with their favorite pastime, bar brawling; though lacking his hirsute companion to take the major blows, the wanton bloodshed quickly lost its magic. Unable to read or write, possessing no marketable skills, and having never worked a day in his life, Desmond sought a new direction in life — under the sheets.

His reputation for lacking endurance spread quickly though, depriving our hero of the upper-class liaisons he cherished. Desmond abandoning all hope headed to the wilderness.

Living off grubs, wild berries and fish, Desmond found tranquility in knowing he wouldn't come across another soul. Damn close to self-actualization, and nearly rid of his pretty boy looks, Desmond stumbled upon Strawberry Fields, a city inhabited by beautiful, women.

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Unknown to him, the city was being held hostage by a band of marauders far more vile than any he and Rolf had ever encountered.

Dreading a return to his former life, Desmond turned back. But his keen eyes caught a glimpse of the freshly painted kiosk just outside the city gates. Curiosity getting the best of him, our small friend approached.

The kiosk, erected by the marauders, warned would-be rescuers in great detail the consequences of any attempt to liberate the women. Warnings such as these serve a useful purpose. The carnage needn't be then interrupted by pointless "who are you?" and "why are you doing this?" dialogue.

Illiterate, Desmond would have to wait for the hourly slide show to see in gory detail the Dragon Knights recent conquest and pillaging of Strawberry Fields.

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What follows is some of what Desmond heard and saw during the slide show, browsing the mini-museum, and visiting gift shop.

The Dragon knights

Legend has it that soon after the stars and planets, the seas and oceans and the plants and trees were created, it happened. Heaven discovered cable television. Five hundred channels. Creation was put on hold.

There were some creations: monsters, exact replicas as those seen in B-movies after midnight. That stopped when Heaven got stuck with five hundred infomercials.

Divine bellies rumbling, the Keepers of the Light realized they needed gophers to keep Heaven's fridge well stocked with beer and chips. Bodies, hearty enough to handle the newly created monsters roaming Xentar below: workers who'd butt up for lousy pay and worse hours, all in exchange for health insurance.

They brought forth Dragon Knights. Hairy, muscle-bound oafs able and willing to tap kegs and fill snack bowls day and night for their divine creators; content so long as they squeezed in a game of pinochle from time to time.

Then it arrived. The dish.

A generous act of a rogue god? The creation of a Dragon Knight with half a brain? QVC and credit cards? The Xentar Knights found satellite! Black and white re-runs, bouncing through the cos-

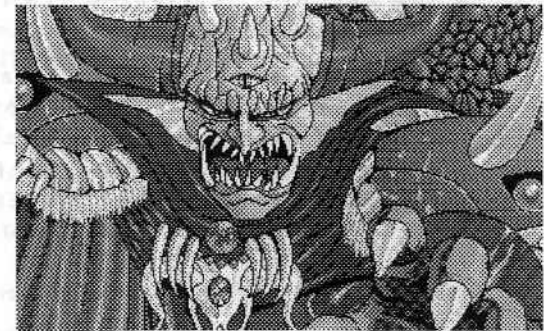
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mos, making the Knights feel the confines of their simple existence.

They saw new creatures, soft and pretty. Doing what the Knights did but better. Housewives. The Knights had to have them.

At first, the Keepers of the Light, though surprised, ignored their pleas. The Knights in act of solidarity began serving both jerky and beer in the same vessels, creating the now popular Xentar dish.

Disoriented yet undeterred, their blood flowing rapidly from their brains, the Light Keepers tried to work things out like rational adults. Shocked at seeing their Knights act like wussies, and no help from the Major Leagues — the baseball strike still continued from '94 — the divine couch potatoes created the Xentar maidens.



Beautifully voluptuous. The Keepers themselves were amazed at how well their creative juices flowed when they were really pissed off.

Hundred times better than the television icons, the Keepers forbade the Knights from touching the maidens.

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The knights didn't care, at least not right away. The wilderness had always been chock full of monsters but now there was meaning to the wanton violence. The Knights now had these soft slender babes to protect and the women were much more fun to peek at in the shower.

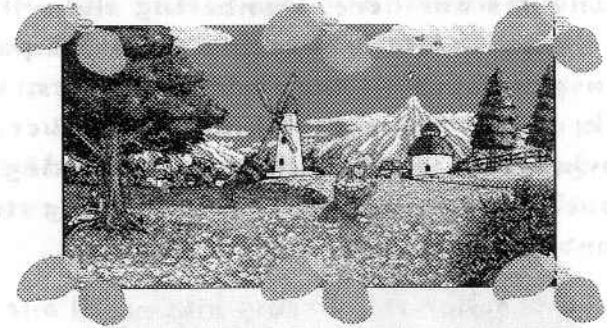
The OK You Can See But Not Touch rule was meant to toughen up the Knights. It failed miserably. Sure, the Knights got tough. They rushed in droves to join the private sector.

The Keepers, realizing they had created and populated a world, said the hell with them, and built a micro-brewery in arms reach of their couch and tv.

Forced to buy beer now, the few really, really dense Knights still working, left and formed themselves into near-meaningless, near-secret society dedicated to eradicating evil and developing really cool variations of their secret handshake.

The Dragon Knights continued like this for several years until realizing that evil still flourished while they had become the epitome of impotent has-beens. They figured it was time to give evil a chance. Their target — Strawberry Fields.

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Too few in numbers to storm the walls outright, they turned to subterfuge, posing as shoe salesmen and introducing the few men to the hereto unknown pleasures of beer and football all in an attempt to disrupt the city's scheduled poetry readings, sensitivity seminars and cooking classes. They taught the men to fight, belch, and smoke stale cigars.

The impatient Knights then announced prematurely that all the women were to be their housewives.

Caught between the Knights and women, the newly transformed men were the first to die. The women, superior in number and intellect, managed to hold back the Knights but not before their Princess was taken hostage.

Desmond, realizing this was his cue to enter the scene as the hero, swiped one of the color souvenir maps and rushed through the city gates. Inside the palace, the Knights first mistook him for an eunuch until they noticed Desmond's peculiar habit of scratching himself when women walked by.

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Luckily for our hero, wandering the wilderness lifted the fellow to his physical prime when compared to the flabby Knights, who nearly suspended their plans to conquer the city when they realized that meant getting off the couch. Resorting to his basic fighting style, Desmond ran away.

The Knights followed, chasing him, until one by one, each collapsed. Desmond then triumphantly ascended the princess tower unopposed. An eight-year old girl appeared in front of the chamber entrance and revealed to Desmond a way to summon the water goddess, Aquarina.

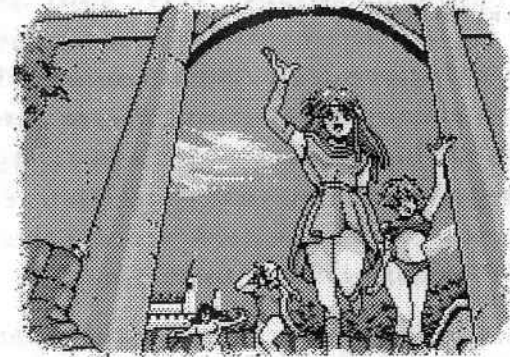
Just as he was told, Desmond burst into the chamber running in circles, shouting the secret incantation with his right arm over his head, middle finger stuck in his ear and his left thumb stuck up his butt. But the goddess did not appear.



Instead, he got water. Thousands of gallons. Desmond and the women swam to safety; the Knights, never having taken swimming lessons, drowned.

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The women, still suspicious of men but needing them, asked Desmond to help mop up and stay to seed the next, hopefully better generation. Desmond sneered and walked away mumbling that cleaning and gardening were women's work.



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Peeved, the women renamed the city Arcadia and asked their budding 8-year old sorceress Luna to place a magical barrier keeping all men out. Desmond returned to his vagabond way of life, stopping in villages only long enough to sample the local marinated meats and restless maidens.

By now, Rolf was a metalsmith apprentice in Phoenix. He'd crouch and turn his head in such a way that the master craftsman preferred working with his head instead of an anvil.

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One morning the two men were working; Rolf plucking metal slivers from his forehead when his boss, tripping on loose clapboards, discovered the time-worn plans for making the legendary Genji armor and Falcon sword. The metalsmith immediately dispatched his friend Pietro to find the necessary ore to forge the titanium-carbon alloy.

By sheer coincidence, Desmond wandering the wilderness encountered young Pietro returning to Phoenix with the metalsmith's ore. Agreeing to travel together for mutual protection from the roaming monsters, the two were relieved to make it to Phoenix without incident.

The Arcadian flood waters had continued their miraculous effect on Desmond's body odor. But now, this was ruined by his chance meeting with Pietro. Neither versed in alchemy, the men did not notice the magical water being drawn to the ore.

The craftsman, eagerly awaiting the ore, had Rolf crouched and prone since morning. Immediately and without pleasantries, he grabbed the ore and tossed it into the boiling cauldron not noticing the droplets of magical water.

The explosion blew out the entire four walls of the shop; the

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unlucky craftsman lay dead. The other three were completely covered with a gooey black substance but otherwise were fine.

"Rolf?"

"Desmond!"

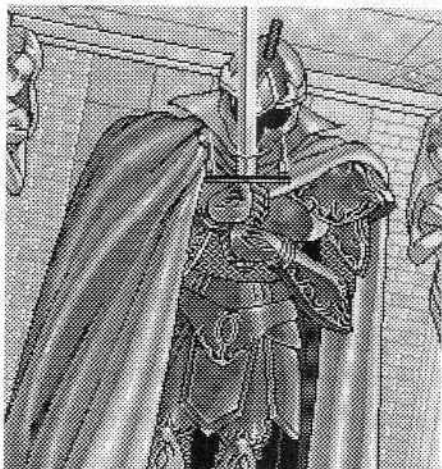
Realizing they were together again, the pair knew that a suspense-filled cliffhanger must be near. The metalsmith's wife, told to hurry the plot along, quickly explained to the now Three Amigos that the Genji armor and Falcon sword had to be forged as it was the only weapon the demons feared. Without it, a demoness like Messayana could have her own way.

Messayana, a demoness with a penchant for buying real estate from late night infomercials, was overleveraged in shoddily-built, cash-hemorrhaging tower attractions. Frantically warding off creditors, she had hired out the entire local monster union to raid and take out her competition, the Tower of Phoenix. Travelers now had no choice but to spend their sovereigns in her tourist traps.

Unfair competition and price gouging being reason enough, Rolf and Pietro began work on the Genji armor and Falcon sword while Desmond comforted the widow in his

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own special way. Hour after hour, the pair banged away never letting up for a second until the sword and armor were forged.



Tearing Desmond away from the dead man's wife, Rolf and Pietro crammed Desmond into the Genji armor and booted him out the door. Walking the deserted streets, Desmond imagined himself a sheriff approaching a band of gun-slingers. With the Falcon sword raised, Desmond attacked the Phoenix Tower.

Messayana's foot soldiers sprung on Desmond with hell-born fury only to see their blows deflected off the blinding armor. The Falcon sword slashed madly in spectacular loops and twirls but yielded not a single blow. The enemy seeing the

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Falcon sword had scattered in fear.

Kate, a fair maiden ravaged by Messayana's fleeing hordes, ran to her rescuer. The blood-thirsty demoness seeing the two embrace, succumbed to all the negative engrams dominating her life and used her jealous rage to release a volley of fireballs. Desmond fell, prone at the top of the stairs, holding the upright sword in a meaningless show of defiance.



Kate, bright enough to back off and duck the fireballs stood against the wall. Unfortunately for Messayana, her fiery blasts had badly scorched Kate's favorite poodle skirt. Really pissed off, Kate kicked Messayana in the shins.

The demoness tripped; impaling herself on Desmond's sword. Blood gushed from the back of her skull as if a well was just struck. That's because in the short time it took Desmond to reach the tower, scamper up the stairs, make small talk with Kate, and fight a losing battle against Messayana, Rolf had scaled the tower wall with only iron

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spikes on his forehead and laid his axe through her cranium.

Desmond, unable to hold on, let the sword and demoness tumble down the stairs. The corpse with sword intact came to stop before the gathered crowd below; the crowd cheered. They hailed Desmond a hero ignoring Rolf altogether.



The celebration lasted three days. Desmond spent most of this time at Kate's trying to remove the Genji armor so they could consummate their mutual attraction.

The celebrators quieting down, Kate lying in bed exhausted, Desmond grabbed his enchanted arms and sneaked out to look for Rolf eventually ending up in Squalor Hollow...

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Ge Me To The Carnage On Time! (Hints)

DO NOT READ THIS SECTION UNLESS YOU WANT TO KNOW HOW TO COMPLETE THE FIRST LEVEL OF THE GAME.

After installing *Xentar*, type KX from the installed game directory and select "Start New Game" from the Main Menu.

Watch and play close attention during our noble hero's first encounter with local bandits and a good, though strange, samaritan.

When the scene cuts to overhead view as opposed to the really cool animated sequences, you will find Desmond (or yourself, in case you opted for the User Definable Hero feature) standing naked in the middle of the screen. Everybody in town will no doubt be entertaining, informative, and opinionated.

Nobody is going to sell you clothes so you might as well head to the pub and see if you can get lucky with your heroic physique. The tavern is the large building northeast of Larrouse's house.

MEGATECH SOFTWARE DOES NOT PROMOTE VIOLENCE AGAINST WOMEN NOR DEGRADING STEREOTYPES. Inside the tavern, you'll find the same bandits attacking a helpless maiden. Help her!

After soundly thrashing the assailants, accept the grateful thanks of Squalor Hollow's finest maiden, then head to the southwest edge of town to Frump's mansion. Climb Frump Tower and see Don Frump.

He will provide you with work, something to cover your scabby, smelly self, and one weapon — a poultry knife. Check player status to see what he has given you. Penniless,

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you have no choice but to go outside of town into the dangerous wilderness in search of sovereigns.

Head west. Remember, you need not complete the first level on your first expedition. As soon as you find some serious cash, head back to town and buy some decent weapons and clothes. Stay at the inn if you are injured or buy some magical goodies for your next foray.

What Did You Do in the War, Daddy? (Combat Hints)

Like most heroes of his era, notably the dimwitted ones, Desmond accomplishes very little without a healthy dose of bloodshed. There is a full range of combat strategies that need to be mastered in order to fully exploit the diminishing weak spots in your enemy's defense as the game progresses.

Rule Number One. The best plans of mice and men...

Taking the advice of this well-known proverb, never travel without the best in assault camouflage and weaponry. The best-applied strategies will unravel with improper weaponry. Insure your survival with the best sovereigns can buy.

Rule Number Two. Care for your wounded...

In case you can't buy everything you need nor spot any senior citizens to mug, buy the deadliest weapon for your best character. Then make absolutely sure your wounded have the best armor possible.

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Installing the Optional NR- 18 Upgrade

If you are one of the lucky few to have the *Xentar* NR- 18 upgrade diskette, you will be able to see more blood, babes and violence; the way our designers feel anyone their age would want to play. **BUT BE WARNED, THE NR- 18 UPGRADE CONTAINS PARTIAL NUDITY AND MAY BE OFFENSIVE TO SOME GAMERS.** This is strictly R- rated stuff, our lawyers insisted we include this disclaimer, and more importantly, our retailers, are far less tolerant of something like an NR- 18 upgrade.

Look at it this way, if you find an R-rated movie like *9 1/2 Weeks* to be offensive and think you can't handle the lusty material, then the upgrade isn't for you. On the other hand, if you're into hot, steamy yet mature (yeah right!) content, this NR-18 upgrade is definitely for you!

Don't bother going back to the retailer in search of the coveted upgrade diskette. Chances are you won't find it in the family oriented, politically correct retail world. The fastest way to get your hands on the upgrade is to mail us a check or money order for \$5 and request the *Xentar Upgrade* (include proof of age that you are at least 18; our lawyers accept only Photo I.D.'s with a birth date).

To install the NR-18 upgrade, Type **INSTALL** from the game directory. Toggle the title "SETUP for Knights of Xentar" using the and keys and select "REINSTALL to UPDATE." Insert the *Xentar Upgrade* diskette into your diskette drive. Press to continue or press to abort.

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Junio 2003

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TROUBLE SHOOTING

Xentar will not run.

Memory or sound card conflicts are the two main culprits that keep one from playing the game. First, isolate the problem. Does your game behave strangely or not load at all when you type KX?

If the game does not load, make sure you are in the Xentar directory. The directory is on your C drive under \GAMES\XENTAR unless you changed the default settings during installation. Do the following in the exact order listed below.

Diskette Version: Steps 1, 2, 4, 5 and 6.

CD Version: Steps 1, 3, 4, 5 and 6.

1. Restart your computer. Save and close your applications including Windows, remove any diskettes from the diskette drives and press the RESET button (located on the front of the computer).

2. Bypass the startup files (Diskette Version ONLY). Press the **[F5]** key when the phrase "Starting MS-DOS" appears. MS-DOS will bypass the CONFIG.SYS and AUTOEXEC.BAT files.

3. Load MSCDEX driver (CD Version ONLY). Press the **[F6]** key when the phrase "MS-DOS starting..." appears. MS-DOS will then allow you to select individually the drivers in your CONFIG.SYS and AUTOEXEC.BAT files. Load only the Microsoft CD driver.

4. Go to the Xentar directory. The prompt "C:>" should appear on your screen. Type **[C][D][\][G][A][M][E][S][\][X][E][N][T][A][R]** then press **[J]**.

5. Check your game configuration. The prompt "C:\GAMES\XENTAR>" should appear on your screen. Type **[I][N][S][T][A][L][L]** and press **[J]**. The "SETUP for Knights of Xentar" screen will appear. Select NO SOUND CARD then press **[E]** to change your settings and exit.

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6. Load the game. The prompt "C:\GAMES\XENTAR>" should appear on your screen. Type **[K][X]** and press **[J]**. The Xentar main menu should appear. You are ready to play!

The game has loaded less your usual installed device drivers including those for your sound card, CD drive (on diskette version) and mouse.

DO NOT MODIFY YOUR FILES UNLESS YOU KNOW EXACTLY WHAT YOU ARE DOING!

If you feel comfortable editing your VERY IMPORTANT startup files AUTOEXEC.BAT and CONFIG.SYS in your root directory on your start-up disk drive, then modify the startup files so that only the following drivers are active.

Load himem.

Load DOS high.

Load mouse driver.

Load CD driver (only if you have the *Xentar* CD version).

Load sound card driver (not necessary with Sound Blaster)

Hint: REM instead of deleting lines in your files, simply place the word REM at the beginning of each line to cancel each line. To reactivate a line, remove the REM. See your DOS manual for more information.

If you are unable to solve your problem, contact the appropriate manufacturer or contact our free technical support at:

Telephone: (310) 539-9177 Mon.-Fri. 9am to 6pm PST

24-hour BBS: (310) 539-7739 5 nodes up to 14.4K

CompuServe: GO GAMDPUB section 10

Internet: 74431,2473@compuserve.com