

GEHEIM!

Contents

| | |
|--|----|
| The story | 3 |
| Warming up | 4 |
| Game menus | 5 |
| How to play | 8 |
| Default keyboard/mouse settings: | 8 |
| Items and enemies | 9 |
| Weapons and ammo to be used in 1944: | 10 |
| 1944 opponents: | 11 |
| Future weapons and ammo: | 13 |
| Future enemies: | 14 |
| Miscellaneous objects: | 14 |
| Game creators | 16 |
| Technical support | 17 |

Epilepsy Warning

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise parents to monitor their children's use of video games. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

The story

The year is 2093, and the planet is under the control of the Nazi World Order organization. Unlike we have been taught, things have not always been the way they are now. It had all started around 1944, during the last Great War. This seemed to be the final stage of the war, the beginning of the end. But unexpectedly for the Allies, and for the Germans themselves, the Wehrmacht started winning every battle - great or small, on every front, no matter how difficult circumstances may have been. They quickly reclaimed rulership over territories they had lost, and started moving forward - East, West and South - with an aggression and force not seen before.

It was hard to believe that this was due to the German military technique or to their leaders' tactical skills. People started to talk about the final development of the Wunderwaffe, especially since not many managed to flee from the battlefields to tell what they have seen - their reports were unclear and did not explain anything.

Nevertheless, the world was unable to stop the Fuhrer and his Reich.

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

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

Jurgen Mortyr, the Nazi officer, was the commander of a scientific military program in the Swedish District.

He noticed that there were more catastrophes around the great military complexes than elsewhere. He could not understand why, but he started noticing a relationship between the secret military areas and the trail of destruction that seemed to be destroying the world.

After years of work, research and investigations on their own, he and his small group of co-workers were sure that it was some kind of "Wunderwaffe" that helped the Nazis win the war, and because our planet was falling apart due to its misuse. The

secret appeared to be the Time Machine! The Time Machine made use of technology that had not been revealed to humanity. It had been used for the first time in 1944 to extract a weapon of great power from the future... and change the destiny of humanity.

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

It was Jurgen's son, Sebastian, who was chosen to go. Because he was perfectly trained, a combat and weapons expert, he was the only person Jurgen could trust.

His mission was to be easy, though. Sebastian was to be sent directly to the Time Machine inventor's chamber, at the precise moment, he was to terminate the Inventor and destroy the plans, then get to the Machine, deploy the detonators and flee back before the explosion destroyed everything.

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

Warming up

Minimum hardware requirements:

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

Recommended hardware requirements:

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

Note:

You should have administrator's rights to successfully install/uninstall the game on Windows 2000/XP

Before you start:

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

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

After installation is complete, go to the Start menu, "Programs", "Mortyr" and finally Mortyr icon; this will run the game. That's it.

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

Game menus

The main menu is accessed by pressing the Esc key during play. Use the Up/Down arrows to move up and down, Enter to accept the choice and Esc to go back.

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

To load the game, pick "Load game" from main menu. An appropriate screen will



appear, with the list of saved games. Going to any of these games will show the screenshot from the moment the game was saved, plus some additional info below.

To save your game, pick the "save game" position from the A screen will appear as shown here. You will be able to select the slot to save your game. Moving through occupied slots will show you the screenshot and status of games saved there. Pick an empty games slot saved there. Pick an empty slot or a previously saved game to be replaced. To start or join the Multiplayer game, pick the "multiplayer" position from the menu. The network connection screen will appear, prompting you to select a connection you wish to establish or join. The general rule is that one of the players starts the multiplayer server, and after that all the others connect to the server to join the game. They must use the same protocol as the server.

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

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

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

When connecting via modem, you must enter the server's phone number. When connecting through the serial port, the default is "COM1:". You may change it, when needed.

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

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

Player setup allows you to name your server (hostname), give yourself a name in the game, pick your sex (male or



female) and skin (dressing and painting). The choice of sex or skin does not affect character's abilities.

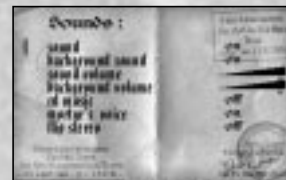
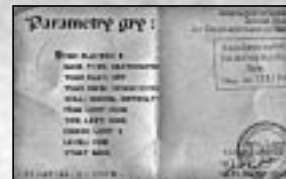
"Game parameters" window appears when you choose to start a multiplayer game. You will be given the possibility to change some parameters, pick the type of game, and the map.

There are three game types: deathmatch, where everybody fights everybody; cooperative, where you form a team to accomplish some difficult levels; and capture the flag, where two teams fight for each other's flag.

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

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

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



Advanced options menu allows you to set some additional features, affecting the gameplay and the speed and look of the game. There is also an option to record your own demos - they are stored in the Mortyr "data" subdirectory, as demonXX.dem, where XX is the number from 00 to 09.



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

How to play

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



Here you have the screenshot from the action. You can see the 3D scenery, the gun you carry (bottom left corner) and a line of icons and numbers in the bottom. The first number (red cross icon) is your health. 100 is maximum, 0 means that you're dead. Next (middle of the screen) is the amount of ammo you have for the gun you're carrying. The third number, with the icon of body armor, is the amount and quality of the armor you are wearing. The more you have, the less health you will lose when hit. The last, standalone icon shows last picked item. It is the item or weapon you can use. Change this icon with square brackets - [and] - and confirm choice with Enter.

Default keyboard/mouse settings:

Move forward/back arrows up/down.

- | | | |
|-----------------------------|---|----------------------------------|
| Step left/right | - | arrows left/right |
| Turn all the directions | - | mouse move |
| Look up/down, additional | - | A/Z |
| Turn left-right, additional | - | 4, 6 - numerical keyboard |
| Jump /swim up | - | mouse right button |
| Attack /shoot | - | mouse left button |

- | | | |
|-----------------------------|---|------------------------|
| Crouch/dive | - | CTRL |
| Weapon select | - | keys 1, 2, .. 0 |
| Zoom | - | TAB |
| Change item | - | square brackets |
| Use item | - | Enter |
| Lamp on/off | - | L |
| Infrared on/off | - | I |
| Night vision goggles on/off | - | N |
| Jetpack on/off | - | J |
| Kick | - | X |
| Menu | - | Esc |
| Console | - | ~ |
| Credit | - | F1 |
| Change status bar position | - | F2 |
| Create screenshot | - | F11 |

Note:

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

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

Items and enemies

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

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

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

Weapons and ammo to be used in 1944:



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



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



Mauser rifle model 98. Deadly, precise weapon used for a longer distances. (**key: 4**) cal 7.92 mm x 57, weight 4,1 kg, 10-12 shots/min, range: 2,000 m, precise up to 800 m.



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



MG-42 Machinen Gewehr. One of the most feared killing machines of the War. Almost no accuracy at all, but its speed makes it a devastating weapon, (**key: 6**) Cal 7.92 mm x 57 (Mauser bullet), weight 11,4 kg, max range 3500m, 1250-1500 bullets/min, bullet starting speed 760 m/s.



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



Panzerfaust. Rocket launcher designed to destroy tanks and heavily armored vehicles. Useful against a huge group of enemies. Not reloadable. (**key: 8**) Cal 150mm, weight 5.3 kg, range up to 100m, Length 1048 mm, missile weight 2.8 kg, explosives weight 1.66 kg.



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



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



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



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



Fuel container.
Contains 20 units of fuel for flamethrower.

1944 opponents:



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



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



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

GEHEIM!



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



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



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



Sturman Panzergrenadier (SS). Armed with Panzerfaust. His weakness is that he has to get another panzerfaust after every shot, but he seldom does so.



Rottenfuhrer (Panzergrenadier SS). With stationary MG-42. Use extreme caution as well as a grenade.



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



Hauptsturmfuhrer. Gestapo Officer. He is able to check your papers and raise the alarm; beware! Armed with P-08 pistol.



The nurse. She is not armed, but usually carries medpacks.

General government
Der Reich des Distriktes
Thorn
Krieg. am 12.9.1943

Kreishauptmann
Johannes B...
SS-Obersturmbannfuhrer

Future weapons and ammo:



LP-93 Laser Pistol. Shoots 5 laser impulses in a row. Battery holds approx. 200 impulses. (key: 5)



SAR. Subautomatic Assault Rifle. Silent weapon, shoots bullets that bounce and explode. High accuracy. (key: 6) Cal 7.62 mm x 51, weight 2.52 kg, range 1200 m, 920 bullets/min.



Gehenna. The ultimate devastating weapon. (key: 7) Cal 20mm, weight 12.6 kg, range 1600 m, 1800 bullets/min. Caution! Exploding bullets!



Mind control. Disrupts minds both of life forms and of electronically controlled machines. Makes them attack their own comrades. Very useful. (key: 8)



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



The R-20 battery. Contains energy for LP-93 laser pistol. 10 energy cells.



20 cal 7.62 mm bullets.
For Subautomatic Assault Rifle.



40 Gehenna seeds.
Exploding bullets, cal 20 mm.



5 plasma bolts.
For use with Plasma Launcher.

General government
Distrikt Thorn
Der Kreishauptmann in Thorn
. 11 149/42. g - III B -

Future enemies:



Automatic gun turret.
Very dangerous.



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



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



Female-based version of a Biocyborg.
Even more dangerous.



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

Miscellaneous objects:



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



Light. Useful in the dark.



Medpack. 25 points of health.

Kreishauptmann
Johannes
SS-Obersturmbannführer

8. Juni 1943



Medpack. 5 points of health.

Blue armor. 50 units.

Red armor. 75 units.



Helmet. 5 units of armor.



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



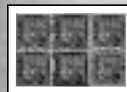
Infrared helmet. Useful when fighting in the dark-
ness, since you will see each enemy as the bright
red shape.



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



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



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



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



Personel jetpack. Enables you to fly.

Game creators

Producer: Tomasz Mazur
Product Manager: Pawel Kalinowski
Lead Programmer: Sebastian Zielinski
Coordination & Level Design: Andrzej Wilewski
3D Graphic and Animation: Bartlomiej Biesiekirski
Architecture, 2D graphics & Design: Dominik Redmer
Level design: Krzysztof Zarzycki
History & weapon consultant, sound FX: Jakub Redmer
Music: Przemyslaw Piotrowicz

Invaluable support thanks go to iMagic crew, especially;
Mike Pearson - Producer * Tony Miranda - Lead Tester

Thanks

Many thanks to allthose who helped us during development of this game.

Very special thanks go to:

Krzysztof Janicki, Brian Thomas, Dorota Sotek, Renata Grabowska, Tomasz Wilewski, Lech Lukasiuk, Rafal Milewski and the Multiplayer Crew from Torun Quake Club "Arena".

Ewa Zabarylo and Winnie the Pooh.

Olaf and Eryk Popkiewicz, Maciej Wrzesinski.

Dariusz Zarzycki, Zaneta Platek, Mariusz Babski and Jacek Wojcik.

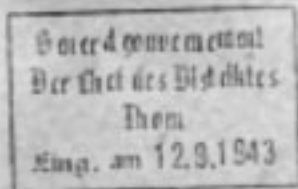
Wanda, Zbigniew and Tomek Piotrowicz, Zbigniew & Marcin Ziemka, The Flying Bridge, Rafal Sobolewski.

Tomek Sychowicz, Gosia, Ewa, Marzena, Jacek, Michal, Leszek, Alek, Piotrek, Misiek, Kuba, Radek and the whole Mirage Media Crew.

Technical support

>>>please insert your local Technical Support info<<

Kreishauptmann
Jakub Redmer
SS-Obsturnbannfuhrer



Notes

Kreishauptmann
John E. ...
SS-Obersturmbannführer

Notes
