



PERRIHHELIION

English



TSKHOSIS

Epilepsy Warning..

Please read before using any video game
or allowing your children to use it

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions
- IMMEDIATELY discontinue use and consult your physician before resuming play.

Please take the following precautions when playing video games

Do not sit too close to the television screen;
position yourself when linking the cable at full stretch.

Play video games preferably on a small screen.

Do not play 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 10 - 15 minutes per hour while playing video games.

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AMIGA LOADING INSTRUCTIONS

1. Insert disk 1 into the internal disk drive. Insert disks 2, 3 & 4 into any external drives that are available.
2. Turn on your Amiga.
3. The intro and game will now load. Simply follow the on-screen prompts to insert subsequent disks.



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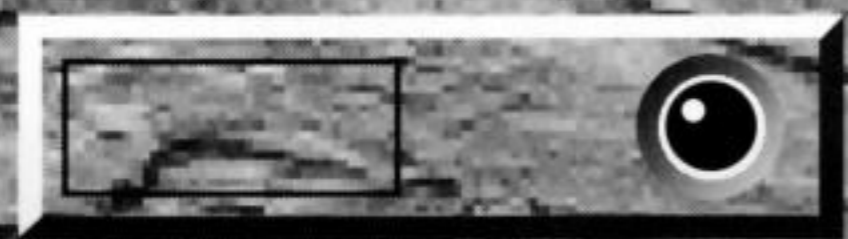
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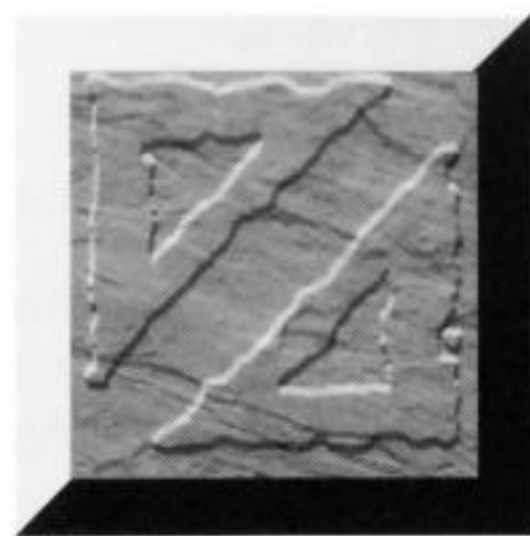
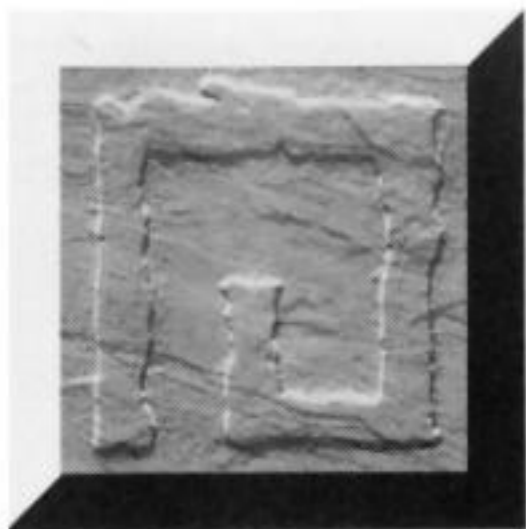


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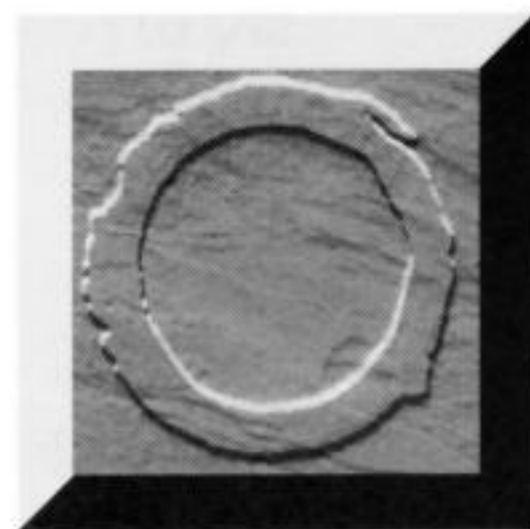
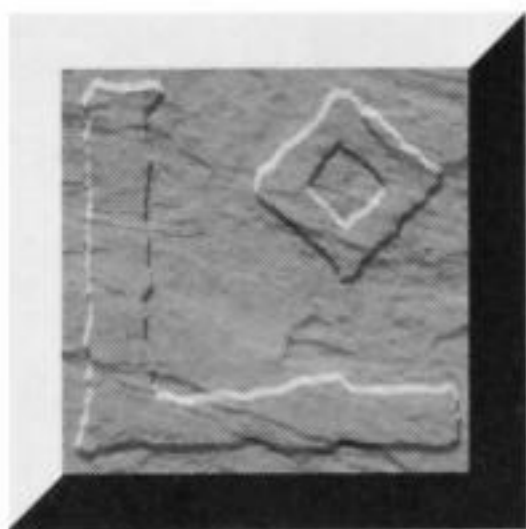


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PERIHELION THE STORY



PERIHELION

A WATCHER FROM BEYOND THE VALE

The Daynoor Gate marked an absolute boundary between Institute and desert. To one side there was a district of low sprawling villas, walled and faceless; to the other was only barren waste beyond the city's perimeter. Nothing broke the emptiness of the desert but the Track, a broad cobbled road that wound slowly upward toward the crest of the ridge that encircled Silhu.

The heat was intolerable. By night the desert was perceptibly cooler than by day, but scorching all the same. Though the great blazing eye of the sun was gone, the orange sands, radiating the stored heat of the day toward the sky, sizzled and shimmered with the intensity of a banked furnace. A strong wind was blowing - with the coming of the darkness, Finian had noticed, the flow of the winds reversed, blowing now from the heart of the continent towards the sea - but it made no difference; shore-wind or sea-wind, both were oppressive streams of dry baking air that offered no mercies.

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Why the Psyonic Training Institute was located in such a god-forsaken place was beyond the reasoning of Finian. No, that was not true. He knew full well why, he was just not willing to totally accept it. As a young bionecron apprentice-psyonic, the psychological acceptance that discomfort on a material plane had nothing to do with the inward control of psyonic powers was one of the first, and principle, lessons of his training. To separate the body from the mind, to recognise the mind as the focus of all action was the aim. To ignore physical discomfort, such as the nagging, heckling discomfort that can only be found in a place like this was crucial if Finian was to progress.

He tried to make himself love the desert. He pulled such words as 'bleak' and 'dismal' and 'repellent' from his mind as though pulling fangs from a wild beast and instructed himself to see this landscape as tender and comforting. He made himself admire the contorted strata of the exposed rock faces and the great gouges of the dry washes. He found aspects of delight in the small toothy nocturnal creatures that occasionally scuttered by. As the night wore on the desert did become less hateful to him, and then neutral, and at last he believed that he could actually see some beauty in it.



Moving away from his cell window Finian lay down on his simple bed and, by degree, ceased to think about the desert at all. Meditation, sleep was not allowed during the time of the Mannis, took over Finian's body. Finian's mind drifted, searching corners of his mind, searching for psyonic tremors that could be utilised later for the creation of spells.

He was standing on the open desert at the centre of a shallow bowl of sand, a speck of pale upright life in the midst of an endless expanse of yellow. Finian had never felt so exposed, so naked to the sky. The dunes sloped up and away from him; the horizon on all sides amid a tight seal of sand and stone-grey sky.

After a span that could have been moments or years in such impersonal, fixed timelessness, the horizon was breached. With a ponderous surge of an on-coming storm the dark object appeared above the rim that was the outermost limit of Finian's view. It rose and rose, impossibly tall, until its shadow fell across Finian at the hollow's depth - the shadow's impact was so sudden that it seemed almost to resound as it struck a deep, reverberating hum that shook Finian to his very bones.

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The great bulk of the thing came clear against the sky as it stood for a moment poised on the hollow's edge. It was a force... energy, something essentially 'wrong'. It moved. Finian could only gape as it moved onwards spouting sand tinged with red behind it. Finian stood frozen in its awful path as it ground on, inexorable as the millstones of Hell.

Now it was over him. The ground beneath Finian's feet pitched forward as the weight of the force pressed into the very earth beneath the sand. He stumbled and, as he found his balance, the force was upon him. Finian stared, mute and horrified, a grey shadow passed before his eyes, a grey shadow with a flashing core that illuminated the black formed silhouette. A fortress it seemed, a citadel that jarred Finian with a bolt of cold fear.

The force took Finian and shook him like a hound breaking a rat's neck. Then it moved on, yanking him high into the air. Dangling, he was pulled skyward, the ground rocking and pitching beneath his head like a pulsing green sea. The wind of the force's passage was all about him as he rose, circling towards the upper reaches of the energy; the blood sang in his ears.



But even as he neared the apex of the energy field the power left his body and he felt himself falling. The ground leapt up. The two, Finian and the yellow sand rushed together with a noise like the horns of the final day booming through the hollow. He struck - the two came together - and the wind and the light and the music of the force blew away like a candle flame.

A voice. It spoke to Finian. "I know where you are." it said, "No-where to run. Be still. Accept. I come."

"No!" Finian thought he shouted, but his mouth was full of sand. "Leave me alone!"

"Accept. It is time"

"No!" Finian tried to struggle free, but the weight of a thousand years of sand were upon him.

"It is time..." Even as this last cry echoes out through the cell, Hessian, Finian's PsyTutor was crouching over him, a look of real concern over his face.



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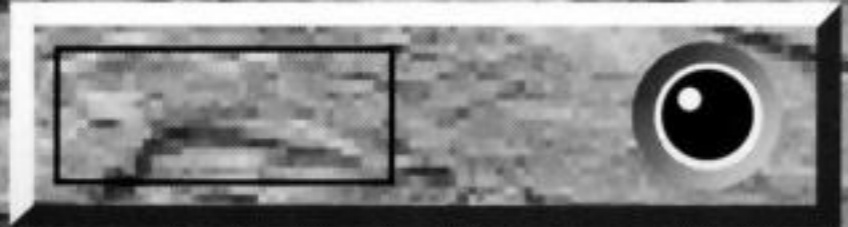
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"...and then I woke up", explained Finian. All around the craggy, high-ceilinged stone room, in wall-niches and in the very floor, pools of oil bloomed with fire. Hundreds of such lamps, each with its floating wick like a slender white worm, gave the cavern a light that far outshone the bright day outside. Despite the candle flames and the noon sun outside, the room remained cool. At the centre of the light sat four figures. The Psyonic Council sat in silence, contemplating the apprentice's words. For contemplate they did. Bionecrons, whether apprentice or adept, tapped into true psionic powers and visions such as experienced by Finian were not to be ignored. Leistor Numchika, Master of the Institute stared into the flame of a candle caught in his vision. He was the first to break the growing silence. "Rex Helion 27 must know of this."



The six tubes sat side-by-side before an amorphous console of pressure slides and heat-contact buttons. The form-glass half misted failed to totally hide the black, sealed containers within, lying still and at peace. Written on a plaque attached to a metallic support sheet above the tubes were the words 'Project Awakening'. An unnecessary announcement, Rex thought, considering the meagre audience who would ever be around the appreciate it.

It was a grim task. Six unborn souls had been selected for a task that might never come to pass. Six unborn as guard to protect the world from...the Unborn. Odd. Here was Rex Helion, emperor of Perihelion, aiming to protect the world from an entity that might not exist for all he knew with six people that did not exist either. Still, the task remained grim. What lay before him was the result of work by scientists, psyonics and mediators. The insurance in case of infiltration by the Unborn from the Planes of Existence into the world, his world.

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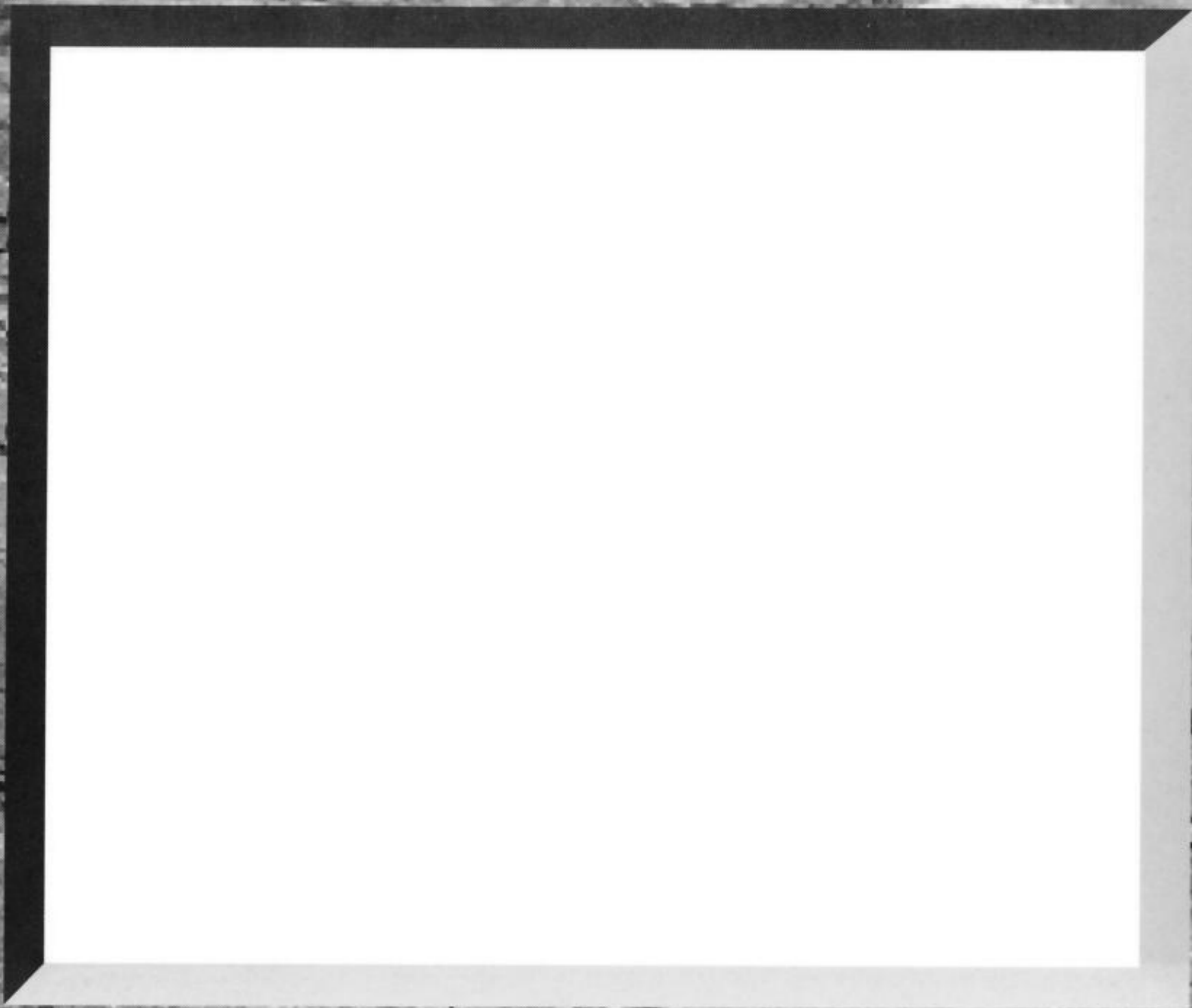
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All of this resulting from the calls of a Prophecy via one young apprentice from the Institute of Psyonics. Foolish and impulsive? No, Rex had learnt to listen to the Institute even if he did not totally agree with everything that emanated from the place. Even if the threat of a god gone mad was never to come to fruition it was always safer to take precautions. Look what happened at Gornakar. Rex shivered at the thought and turned his mind back onto the tubes.
"Well", he thought, "I pray that they six never have to awake. May their sleep be a long one."





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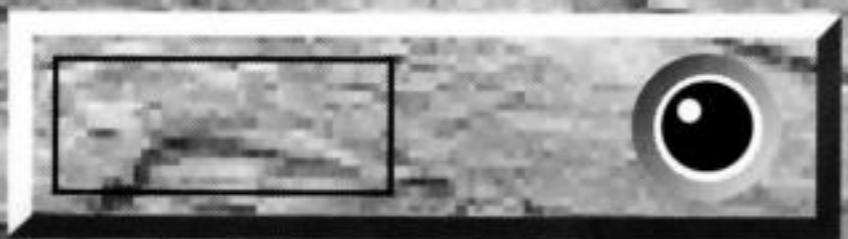
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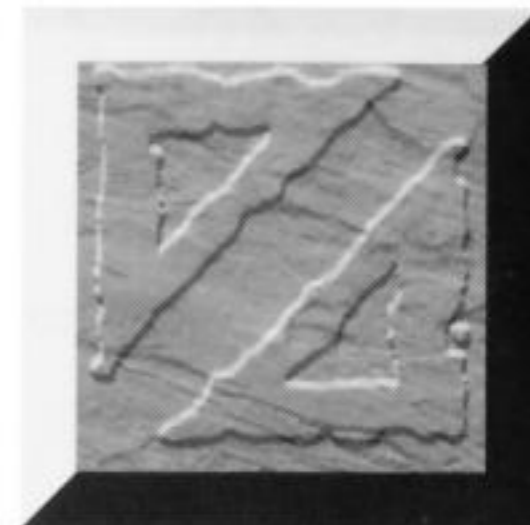
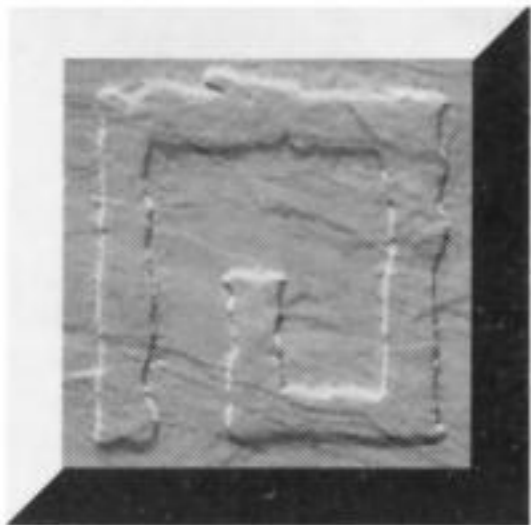
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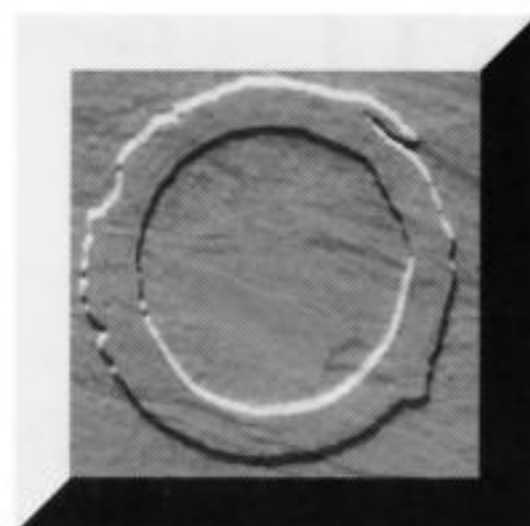
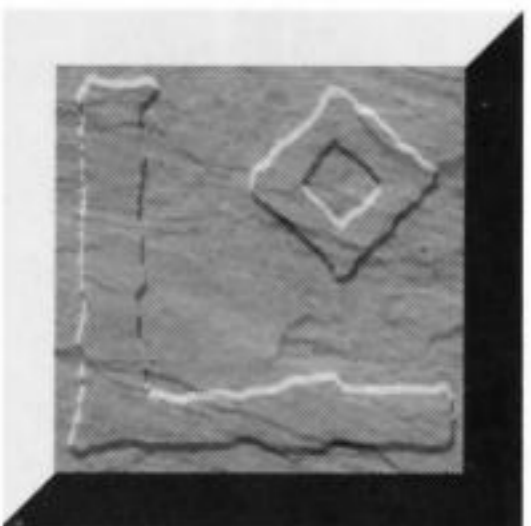
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SPELL SELECTION



SPELL SECTION
A: SPELL RUNES - KEY



Curiosity



Anger



Quietude



Detestation



Devotion



Sorrow



Delight



Anxiety



Calmness



Love



Distress



Generosity

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Confidence



Pleasure



Modesty



Hatred



Envy



Distrust



Pain



Arrogance



Forgiveness



Friendliness



Repentance



Tenderness



Sincerity



Vengefulness





Hostility



Sobriety



Remorse



Hope



Roughness



Despair



Baseness



Fear



Ecstasy



Shame



Bravery



Daze



Pride



Disappointment

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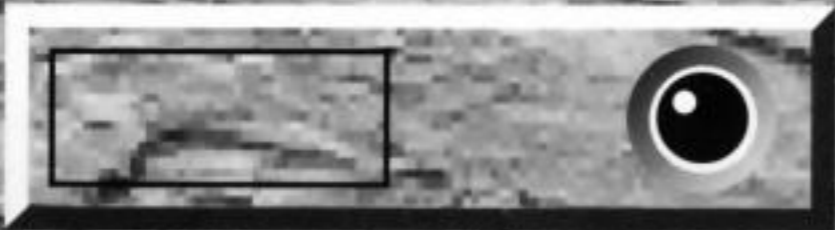
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B: SPELL TYPES

ENERGY MANIFESTATION

REQUIRED COMPONENTS

ACIDIC FUME

DISINTEREST + FORGIVENESS +
SHAME + CALMNESS

ALPHA CATHARSIS

FEAR + DEVOTION +
REPENTANCE + PLEASURE

ALTERED GRAVITY

QUIETUDE + PAIN

AURA DISPERSION

ANGER + PAIN + MODESTY

BETA SPREADPOINT

BRAVERY + SINCERITY +
BASENESS

BLACK FROST

SHAME + DAZE

BRUSH DISCHARGE

GENEROSITY + REPENTANCE +
DELIGHT + DISAPPOINTMENT

CHILLY VAPOUR

SORROW + ROUGHNESS +
ARROGANCE



ENERGY MANIFESTATION

DIFFUSED GLARE

DNA STIMULANTS

DRIFTING SILICON

ECSTATIC TRANCE

ELECTRIC SHOCK

ETHEREAL FLUIDUM

FORCED DEFLECTION

FULMINATING DAMP

REQUIRED COMPONENTS

BRAVERY + CONFIDENCE +
SORROW

GENEROSITY + PAIN +
SINCERITY + BASENESS

FRIENDLINESS + DEVOTION +
PAIN

BRAVERY + ARROGANCE

HOSTILITY + DISTRUST +
CALMNESS

HATRED + FORGIVENESS +
ENVY + BRAVERY

PRIDE + TENDERNESS +
MODESTY

CURIOSITY + DISINTEREST +
HATRED + DISAPPOINTMENT

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ENERGY MANIFESTATION

REQUIRED COMPONENTS

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GLOWING PLASMA

LOVE + DESPAIR +
FRIENDLINESS + SOBRIETY

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HORMONAL SPRAY

DEVOTION + CONFIDENCE

4

INFRARESONANCE

SOBRIETY +
DISAPPOINTMENT

5

NNER SHADOW

CURIOSITY + TENDERNESS +
DAZE

6

LIFE-FORCE DRAIN

GENEROSITY + DETESTATION

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LIQUID LIGHT

ANGER + FEAR + REMORSE +
PAIN

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METALLIC LAYERS

DISTRUST + DAZE

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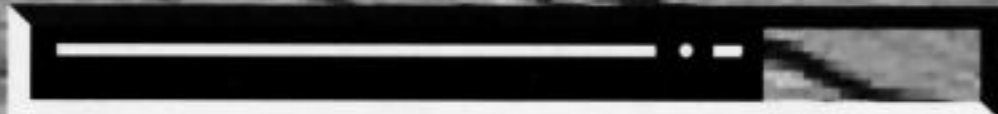
MIDTURBULENCY

ANGER + SORROW +
ANXIETY

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NAPALM ERUPTION

DETESTATION + SOBRIETY +
DAZE



ENERGY MANIFESTATION

NEURON OVERDRIVE

PSION ANTIDOTE

RADIANT POWDER

RANK POISON

REALITY SHIFT

SCHIZOPHRENIA

SEPTIC THORNS

SHADED SPECTRUM

REQUIRED COMPONENTS

PAIN + CALMNESS +
DISAPPOINTMENT

CONFIDENCE + PAIN +
ARROGANCE

ECSTASY + HOSTILITY

CONFIDENCE + PRIDE +
MODESTY

DAZE + ANXIETY +
ARROGANCE

REPENTANCE + ROUGHNESS
+ CALMNESS

CURIOSITY + FORGIVENESS +
VENGEFULNESS +
DETESTATION

ANGER + REMORSE

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ENERGY MANIFESTATION

SOLAR CORONA

SONIC BOOM

SPIRITUAL VOID

STATIC CHARGE

TEMPORAL LEPROSY

URANIUM WARP

WHIRRING MORAIN

REQUIRED COMPONENTS

DEVOTION + DETESTATION

DESPAIR + CONFIDENCE +
ARROGANCE + BASENESS

QUIETUDE + CALMNESS +
BASENESS

SORROW + ROUGHNESS

ECSTASY + ARROGANCE

LOVE + HATRED + SHAME +
HOPE

HATRED + ANGER + DELIGHT
+ DISAPPOINTMENT

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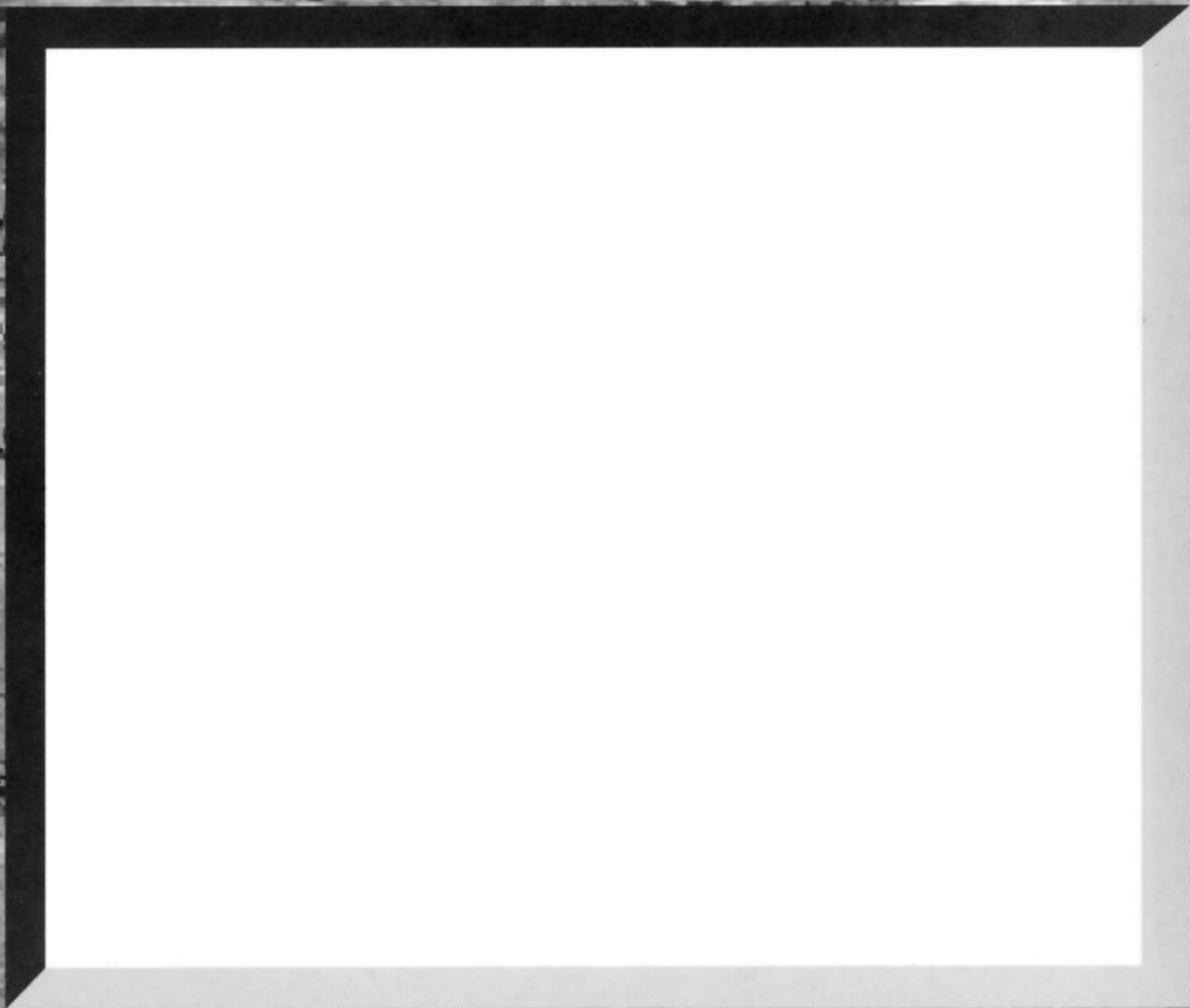
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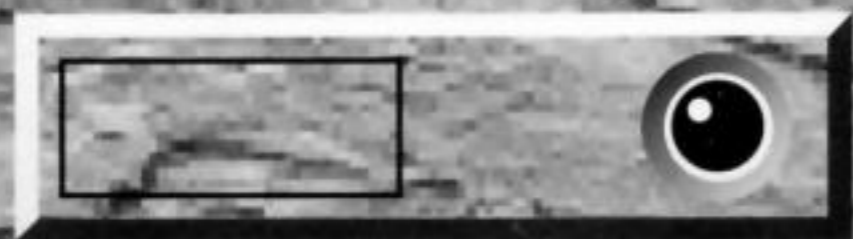
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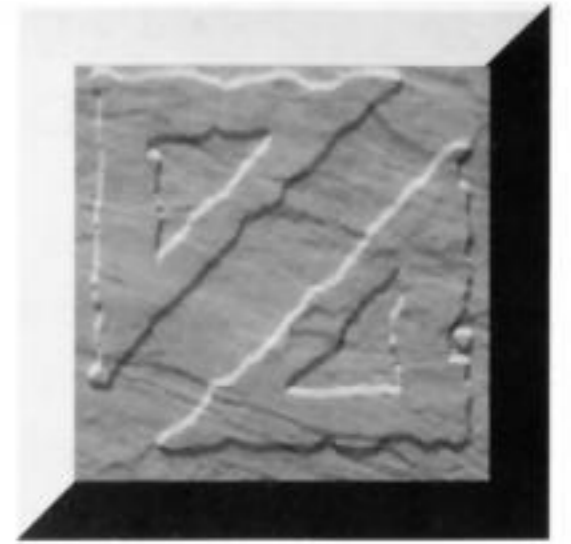
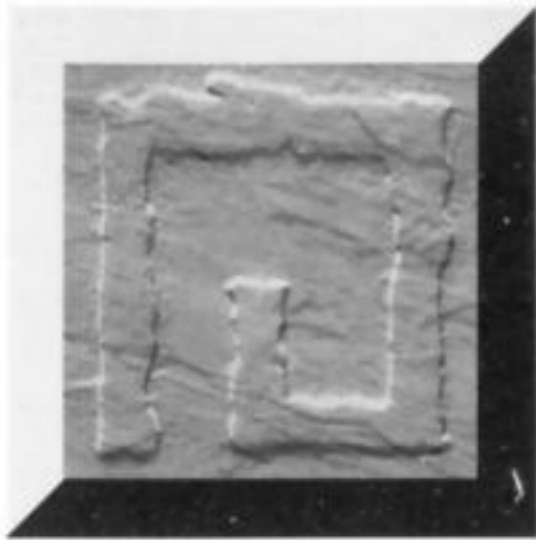


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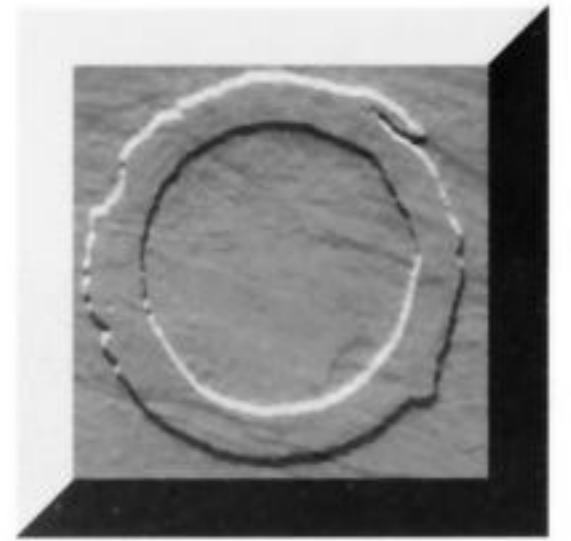
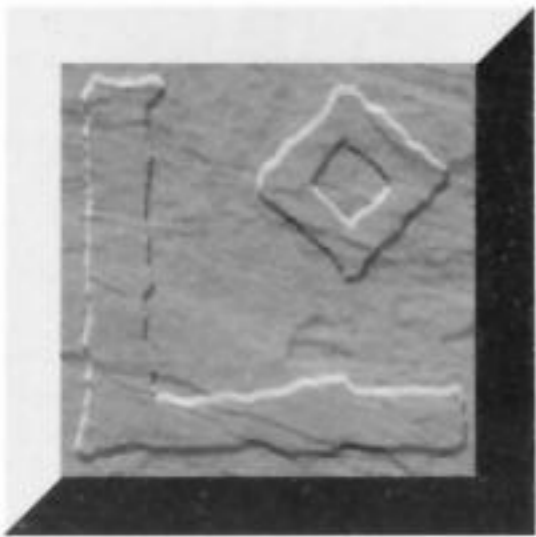


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PERICLOPAEDIA



PERICLOPEDIA

PERIHELION

The centre, the world, the culture or just...Perihelion. The current culture (which is strongly sola-centric as the name, Perihelion suggests) is a left-over of an ancient, purely technocratic society which vanished in a nuclear holocaust during a time forgotten. The principle relic remaining from that era is the ruined metropolis of the Ancients called, simply, MidLight.

SCIENCES

The most advanced sciences prevalent within Perihelion aregenetical in nature. Specific sub-surgical areas of activity are: bionecronmancy (which involves the alteration of genetical and molecular structures by the use of mental energy); computer technologies plus a range of para-sciences. Other branches of knowledge originate from the, largely lost, ancient culture. Examples include those nearly-lost subjects of nuclear power and spaceflight.

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GODS

Hyperintelligent entities that can best be described as immense pools of living energy set amongst the abyss of space and time. In Perihelion these entities are neither the centre of `belief' or `disbelief'. Faith does not enter the equation as every being in Perihelion knows and, more importantly, `feels' their existence. On an emotive plane their actions range from the gentle to the sadistic. Each entity has been given a name: Ivory, Morphium, ChromePanther, WhisperDance, Lavender, Neon, ToxicWaste, Vitriol, Carnivore and...the Unborn. There are a range of mediator orders. These men and women have dedicated their lives to serve a certain entity. The advantage or reward for this dedication is that the followers are able to utilise the a portion of the entity's power as if it were their own.

NOTE: This utilisation of `godly' power should not be confused with the exercising of psyonic power which involves the employment of individual mental energies.

One final side-effect of living under the influence of specific entities is the modification of personal attributes such as strength, dexterity or speed.



PSI-POWERS

To be able to use psi-powers means being able to enter into an artificially elevated emotional state, hence triggering the deepest, hidden psychical abilities of the mind. Advanced psyonics, mediators or anchorites (a renegade mediator order of lavender - a neutral entity) can create remarkable effects including shape-changing, teleportation, creating lakes of fire, radioactive rains or other phenomenons by voluntarily activating a handful of emotions.

RACES

There are range of race of Perihelion. Most of them are artificial or the product of mutation.

Human - The oldest race on Perihelion.

Boinecron - The race, together with the revolutionary science of bionecromancy, were created by an entity known as Neon. He manipulated a unique substance during his work, known by the bionecrons as `organic metal'. With an appearance similar in many ways to mercury or chrome, organic metal is warm to the touch and smooth resembling human skin. Bionecrons thus have a strong body

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form. In addition, wounds heal quickly. However, they are vulnerable to the source of their existence, the psi-powers.

Symbions - A mixed, artificial race. The bridge between Humans and Bionecrons. they have the ability to see into the future in a limited fashion. However, they are not able to reproduce. Thus, due to this finite state of living, they are a doomed race.

Cybern - the Cyberns are a result of an experiment to use cybernetic DNA together with Human elements. They have very powerful physical abilities but lack significant mental attributes.

Khymeras - This race was created by science in the time of the Bionecron Wars when the bionecrons, using their superior abilities against the humans, claimed to be the reigning race of the planet. There are three different types of Khymeras: insectoid, reptiloid and feline. Their creators intended to improve some of the poor or lacking human skills using these three species elements. Among the notable features utilised by the Khymeras are: excellent reflexes, night-sight, hypnotic gaze, natural armour, active sixth sense and controllable body temperature.



Monsters - Creatures from sub-dimensional space that defy legal classification. The latter are stronger than those monsters that originate upon the planet itself.

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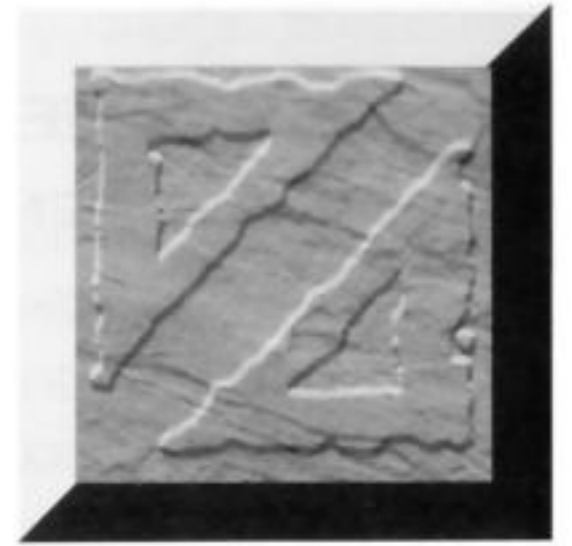
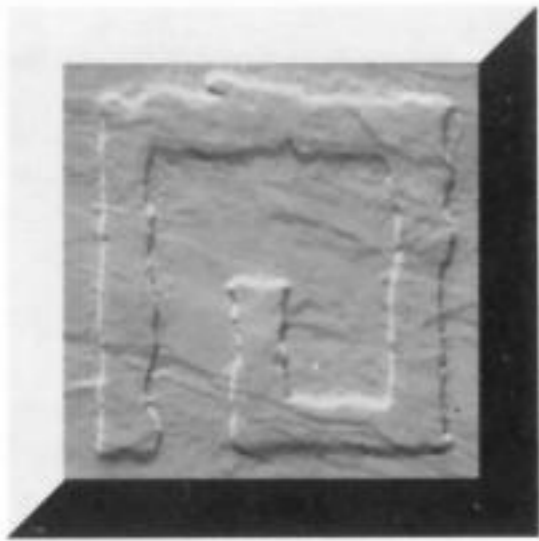
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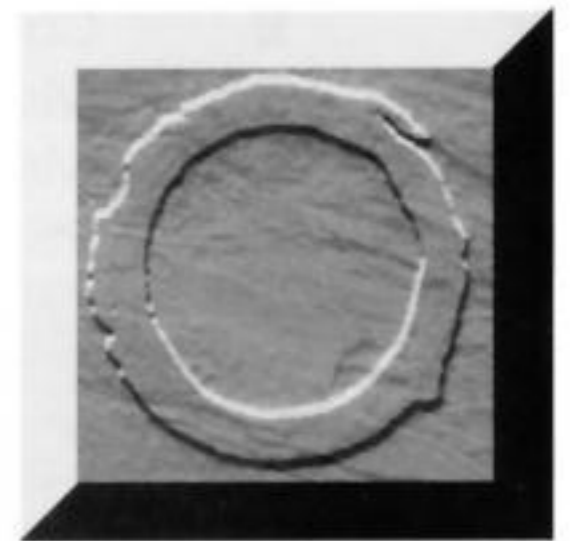
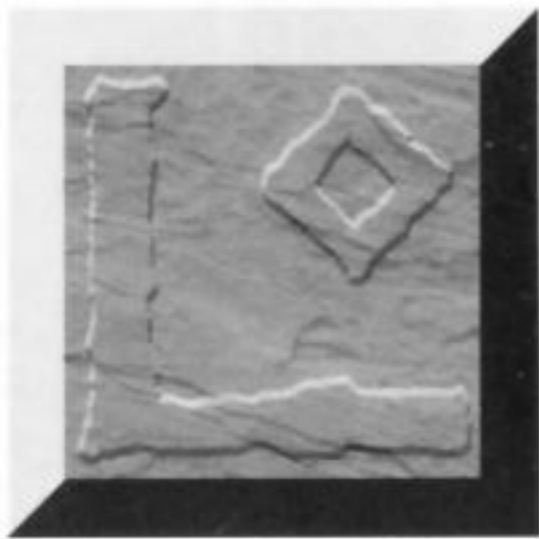
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MAIN SCREEN



MAIN SCREEN

A.MAIN SCREEN KEY

- | | |
|----|----------------------|
| 1 | Primary Values |
| 2 | Create New Character |
| 3 | Load Game |
| 4 | Secondary Values |
| 5 | Dismiss Character |
| 6 | Save Game |
| 7 | Personal Information |
| 8 | Wounds |
| 9 | Format Save Disk |
| 10 | Resistance Values |
| 11 | Resting |
| 12 | Abort Disk Request |
| A | Scroll Up |
| B | Scroll Down |
| C | OK |
| D | Equipment |
| E | Computer Network |
| F | Movement |
| G | Map |
| H | PS I- Powers |

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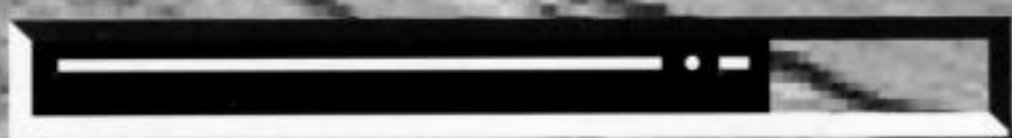
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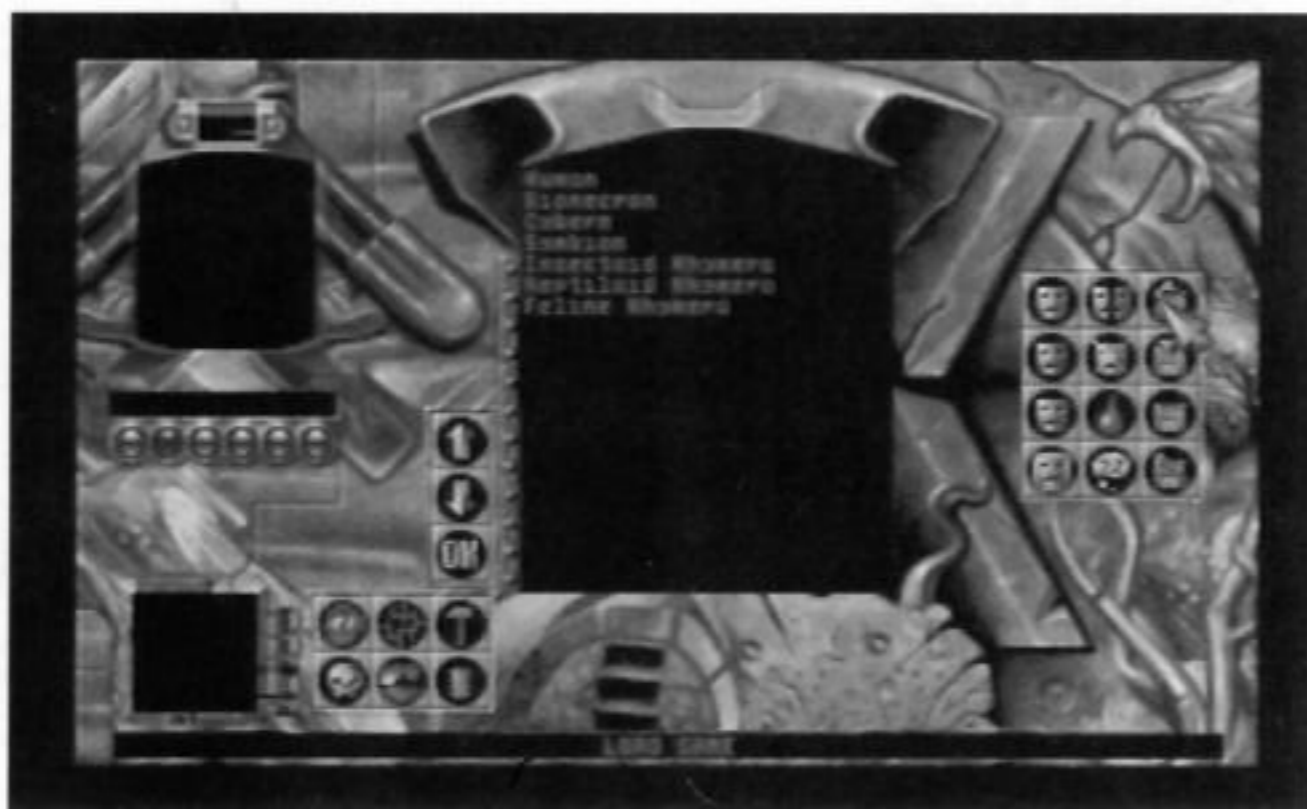
- I Battle
- J Combat Icon
- K Character Select
- L Active Character Portrait
- M Main Game Action Window

B: FORMATTING A SAVE DISK

Before you do anything, format a save disk by inserting a floppy disk into any drive, clicking on icon 9. Then follow the on- screen instructions displayed in the text bar (N). Label the disk a 'PERIHELION SAVE DISK'.



C: CREATING A NEW CHARACTER



Starting at the main screen (that appears after the animated introduction) move the mouse pointer to the Create New Character icon (2) and click once.

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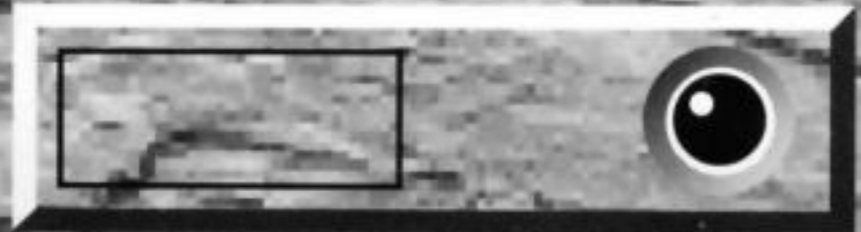
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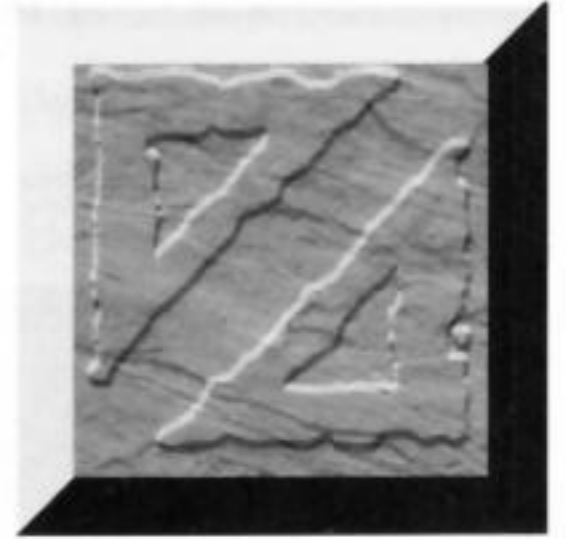
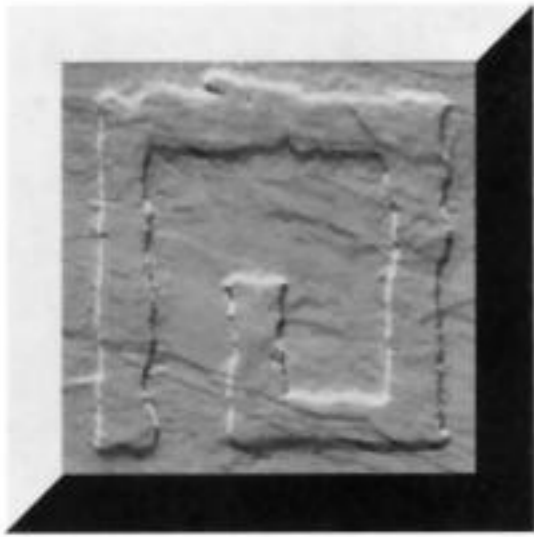
A list of character races will appear. Using the mouse pointer, select the race you require by clicking upon it. A list of professions will then appear. Select one of these in the same way. Next on the list is a morality state. Choose one of these. This selection mainly affects the type of god your character worships. You might have to select an entity for your character to worship (if he is a mediator, for example). Positive characters worship Positive gods and, hence, can use their attributes. Vice-versa for negative gods and any in-between. Please experiment with this feature before you settle on a final character. Move the mouse pointer over the selections and examine the information provided with it at the base of the screen.

Once the above selections have been made a list of statistics is displayed in the Main Game Action Screen (M) covering Primary Physical and Primary Mental values. Don't forget to move the pointer over the individual statistics and observe the explanation of each in the text window at the base of the screen (N). In fact try the roaming pointer when examining the secondary values screen (accessed by clicking on icon 4).

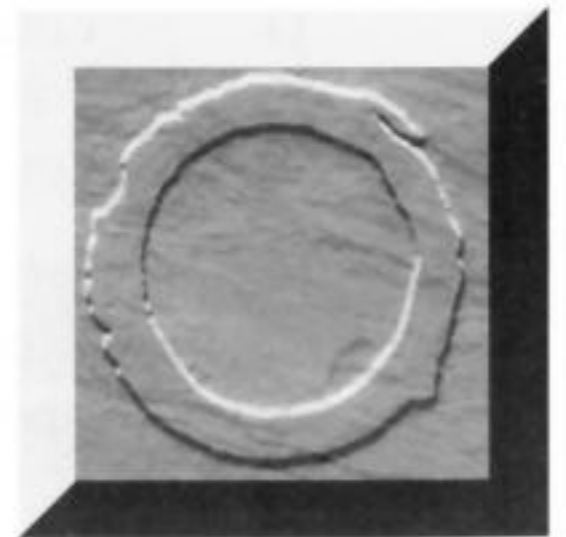
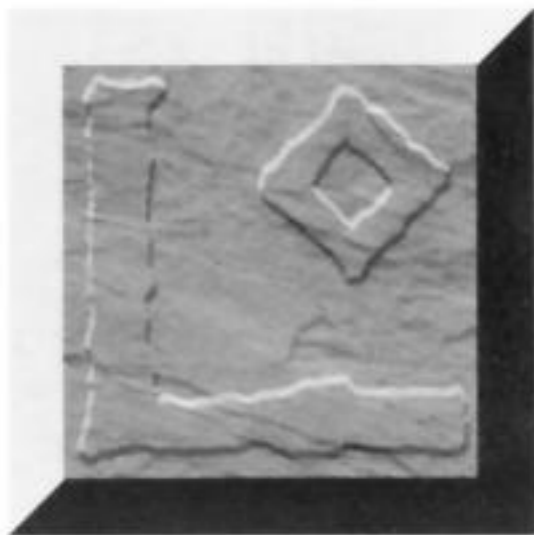


Click on OK (C) and a character portrait will appear in the relevant window (L). Click on the scroll buttons (A & B) to change the selection. Click on the OK button again and a combat icon will appear (J). This combat icon will be used when your party enters the battle sequence. Finally, give your new character a name. Your character is now complete. Press another character select button (K) and start again on another character until all six characters have been completed. Your party will then be complete. It would be wise to save your party now to disk in case of mishap.





EQUIPMENT SCREEN



THE EQUIPMENT SCREEN

To access the equipment screen click on icon D on the main screen.



A: EQUIPMENT SCREEN KEY

- A Backpack
- B Head
- C Right Hand
- D Left Hand
- E Torso
- F Lower Body

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- G** Scroll Up
- H** Scroll Down
- I** Character Body
- J** Active Character Portrait
- K** Character Select
- L** Selected Item
- M** Endurance Level
- N** Available Action Points
- O** Items On The Ground/Items Of The External Character

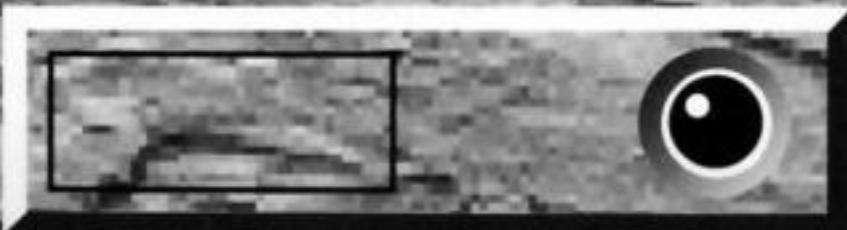
- P** Text Bar
- Q** Action Points Required To Move Selected Item



B: MOVING EQUIPMENT

To move equipment from a stored area to the active window (A-F) on the equipment screen click on the gold-coloured bar at the base of the window of choice then click on one of the scroll icons (G or H) to toggle through the items.

To move equipment from one character-location (eg: the left-hand) to another (eg: the back-pack) click on the centre of the window. The item will appear in the 'selected item' window (L). Then move the mouse pointer to the window that you wish to move that item to and click again. the object will be automatically transferred. An item cannot be moved to an illegal window. That is, you cannot move a gun (eg: sitting in your right-hand) to the window containing your helmet (ie: your head!) Helmet fitted weapons have not, as yet, been invented!



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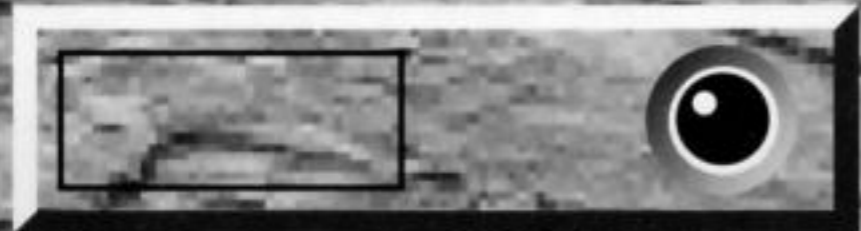
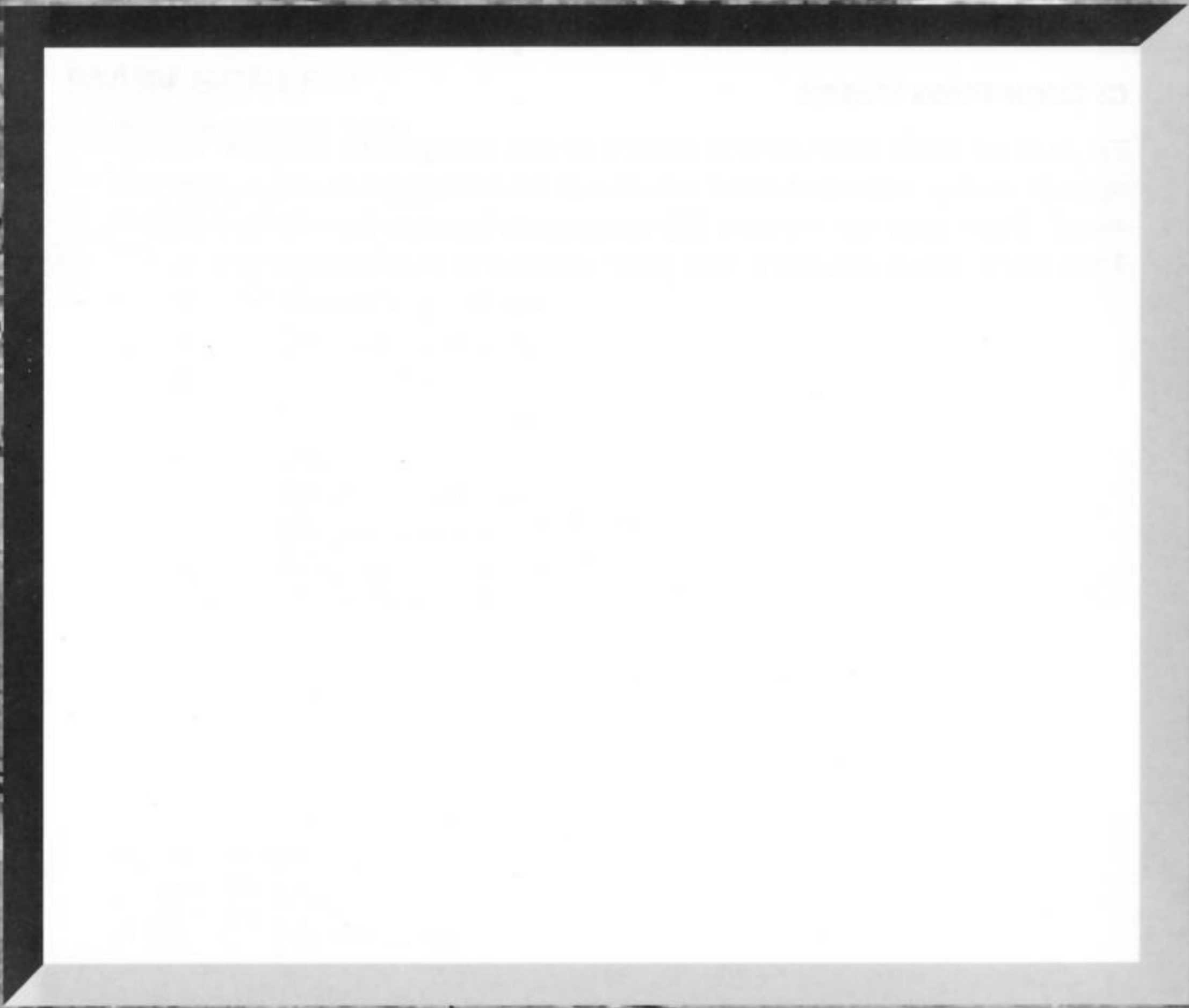
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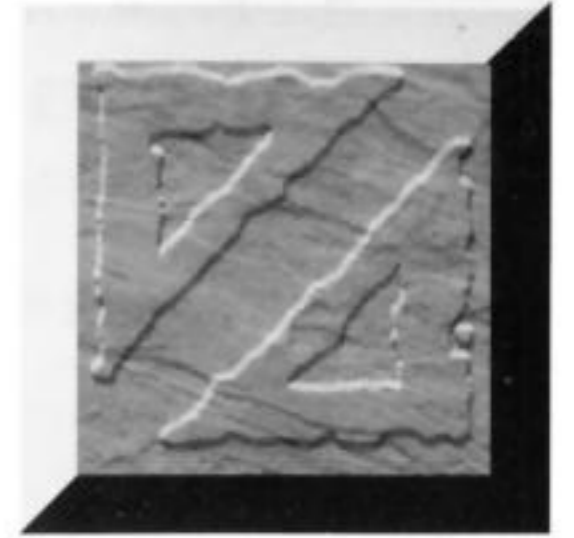
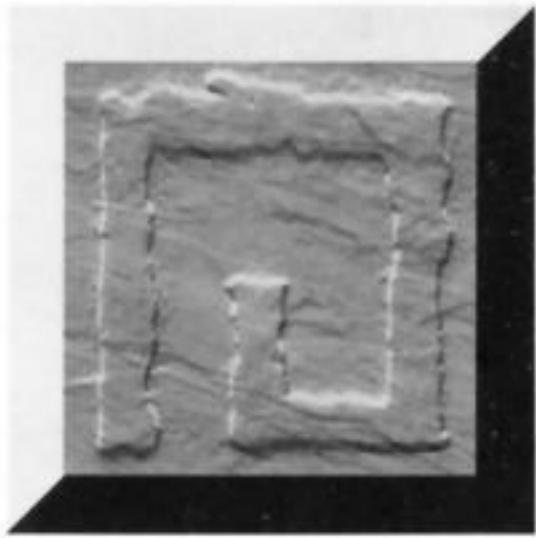
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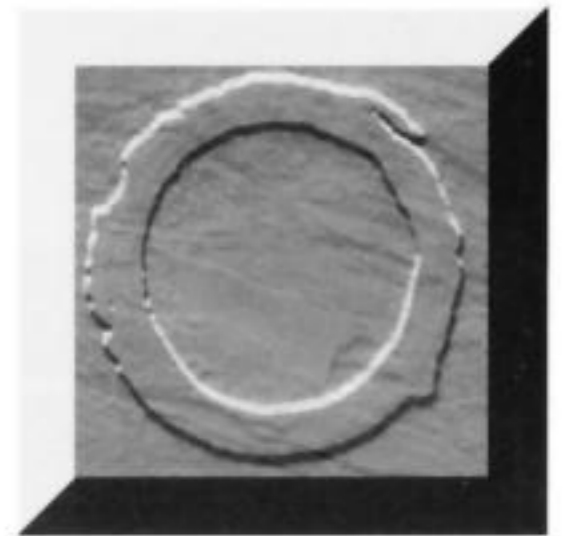
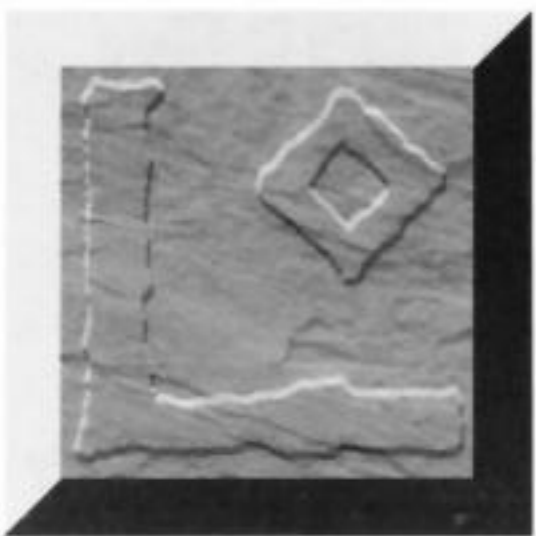
C: DROPPING ITEMS

To drop an item click on the centre of the equipment window. It will appear in the 'selected item' window (L) (click again to de-select the item). Then click on window (O) and press (Y)es to be rid of the item. Take care. Once the item has been ejected it is gone forever.





PSI POWERS SCREEN



PSI-POWERS SCREEN

Access the Psi-Powers screen by clicking on icon H.

A PSI-POWERS KEY

A	Active Character Portrait
B	Character Select
C	Spell Information Screen
D	Required Mental Energy Of SpellL
E	Create Spell Entry
F	Select A Spell
G	List Of Spells
H	Analyze Spell
I	Delete Spell
J	Abort Spell Procedure
K	Required Mental Energy For Spell Component
L	Spell Component Runes
M	Nature And Intensity Of Mental Fluctuation
N	Available Mental Energy
O	Text Bar



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B. CREATING A SPELL

Decide which spell you wish to create and notice the components that go to make that spell. Examine the Spell Runes key found in this manual and by move the mouse pointer to roam over the spell runes on-screen (when the pointer moves onto a rune its identification is displayed in the text bar (O)) to familiarise yourself with the different rune types.

Click on icon E to initiate the spell creation process. The 'Creation Started.' message will appear (C) followed by four empty rune boxes. Click on the spell rune components that form your required spell as printed in the 'Spell Types' section printed elsewhere in this manual. As you click on each rune it will appear in an empty rune box. When you have finished inputting your runes click again on icon E to enable the computer to analyze your choice to see if it is a legal spell. If not, you must start again. If the spell is legal you will be presented with another choice asking you how, when you cast the spell, you wish the spell to be dispersed. Examples include a 'sphere' shaped spell dispersion or a 'cone' shaped dispersion, 'tunnel', etc. During battle the type of dispersion will come into play depending upon how the enemy gather their troops. To begin with a number of spells of different dispersion types would be handy begin with until experience is achieved to allow you to modify your spell dispersions to your own tastes.



C. SPELL DATA

To find more information about a single spell click on icon H (which brings up a list of available spells) and click on the spell of choice. The spell will then inform you what character value is required to best utilise the spell, the dispersion type it will adopt, its range, what value it will affect once the enemy is hit, etc.

D: SPELLS AND CHARACTERS

The window M tells you if the particular character can cast spells. The pulsating Grey sphere means that the character cannot utilise spells. A pulsating golden-brown sphere means that the character CAN utilise spells.



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E. SPELLS AND MENTAL ENERGY

When planning what spell you wish to use don't forget to closely look at your available mental energy (N) and how much energy each spell requires (D).



F: SPELLS AND MENTAL CLASSES

Be aware that certain spells can only be cast by characters of a certain mental class. Hence, Mediators cannot cast an Anchorite's spell and vice-versa.

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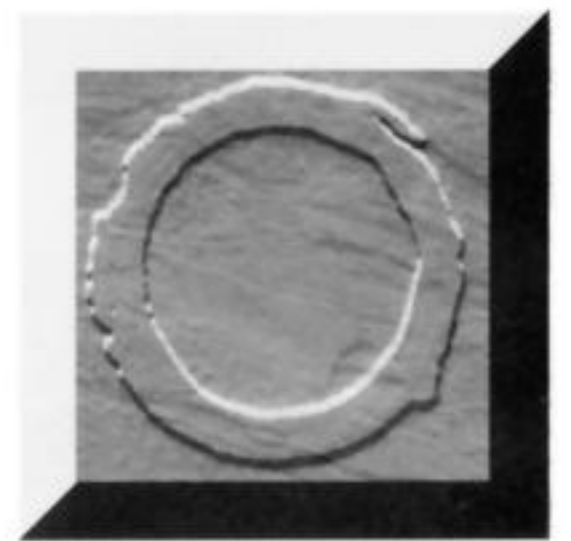
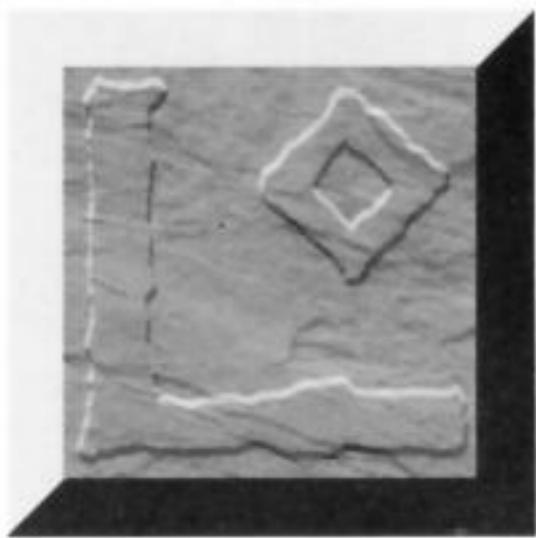
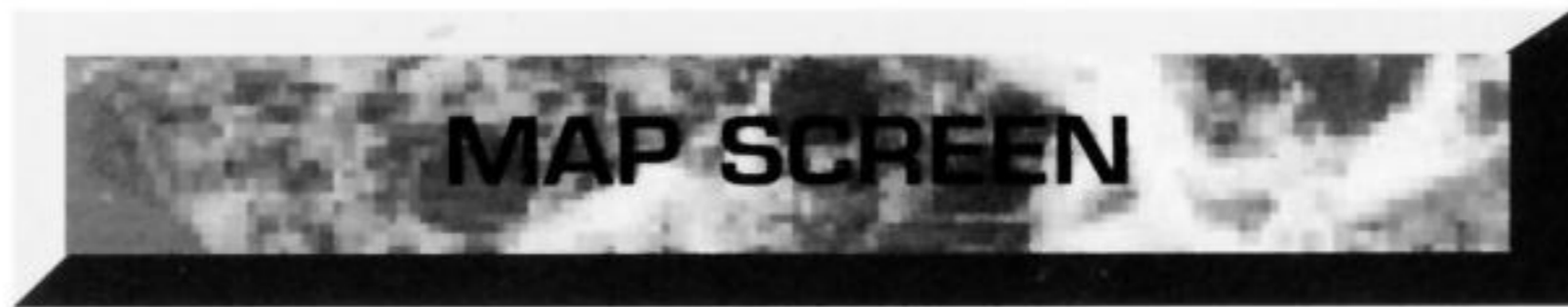
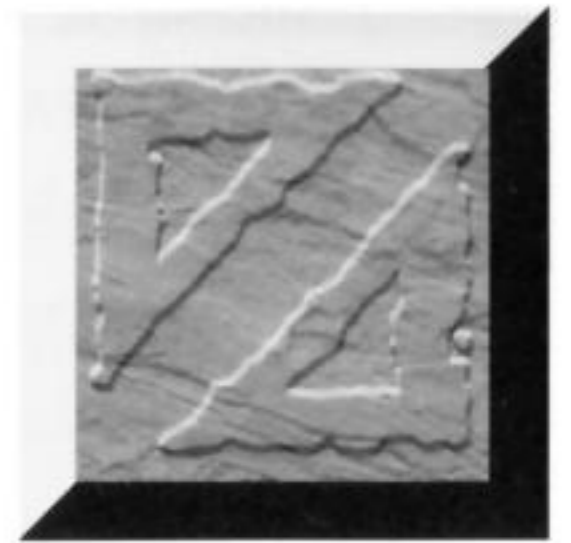
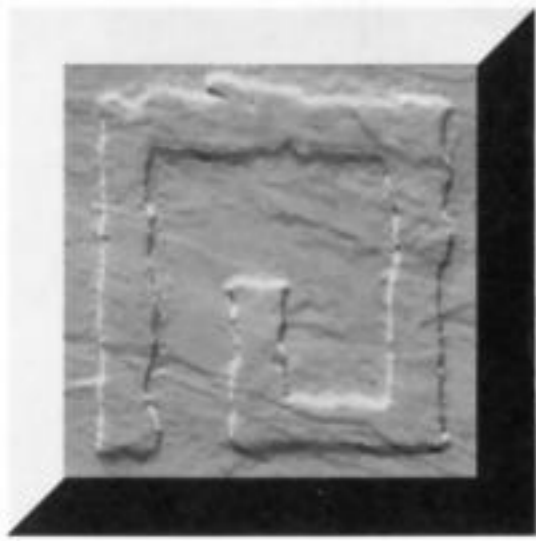
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MAP SCREEN

To access the Map Screen click on the G icon from the Main Screen.

A. MAP SCREEN KEY

- A Active Character Portrait
- B Character Select
- C Movement Buttons
- D Map Screen
- E Area Information
- F Area Approaching
- G Abort Approaching Sequence

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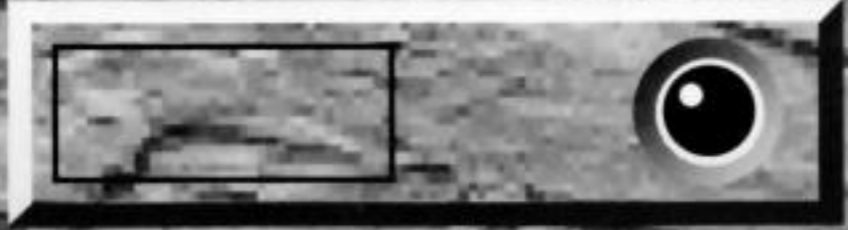
B. MOVING AROUND

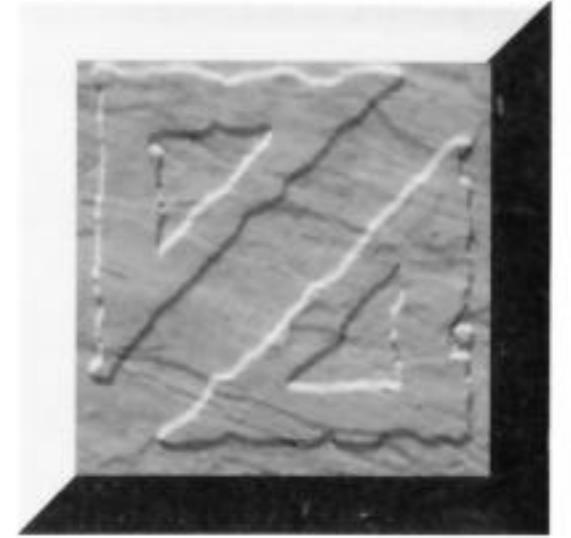
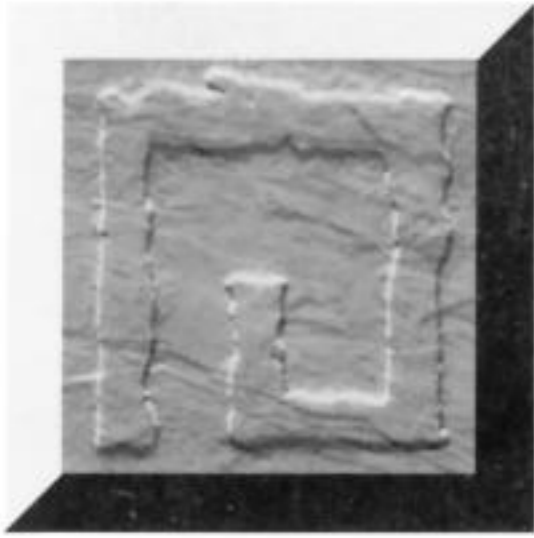
To Move to different areas of the Perihelion world click on the movement buttons (C). Your party, represented by the silver ball, will move along the pathway. Once it has stopped you can click on the Area Information icon (E) to learn more of your location.



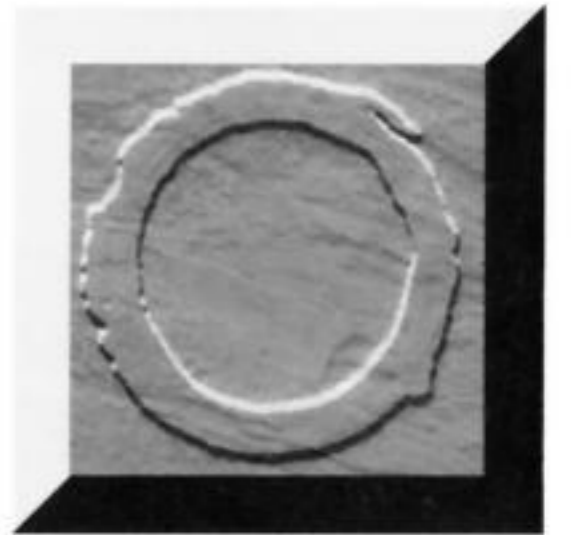
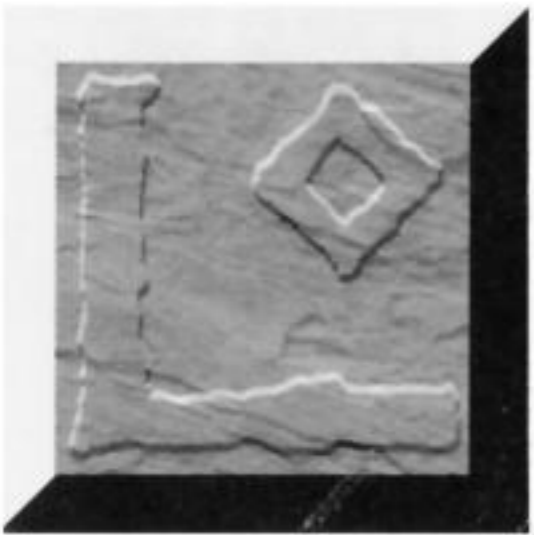
C. APPROACHING A LOCATION

Once you are on the edge of a building or city click on the Area Approaching icon to enter the location. Once you have entered the location return to the main screen and click on the Movement icon (F) to venture further.





MOVEMENT SCREEN

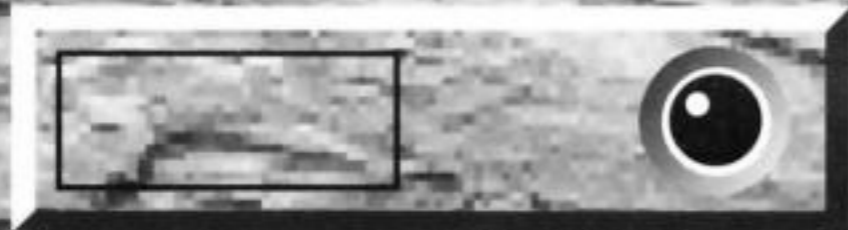


MOVEMENT SCREEN

To access the Movement Screen click on icon F on the Main Screen.

A. MOVEMENT SCREEN KEY

A	First-Person Perspective World-View
B	Active Character Portrait
C	Character Select
D	Locator Unit
E	Object/Network Detector
F	Organism Detector
G	Open/Close Doors
H	Look/Interrupt Looking
I	Use Selected Item
J	Go To Computer Network
K	Go To Battle Screen
L	Go To Equipment Screen
M	Selected Item
N	Compass



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B. MOVING THROUGH THE WORLD

Once you have entered a location you will see the area through the eyes of your active character. You can move through the world by clicking on the compass rose points (north, south, east & west) or by using the cursor keys on your keyboard.



C. OBJECTS OF INTEREST

When you are moving around the location and an item or object of interest is in your immediate vicinity your Object/Network detector (E) will begin flashing. One of four tiny pointers surrounding the Detector, will indicate in which direction the object is. In this situation you should always toggle to the Equipment Screen to see if the item is visible on the floor or being offered to you by an external character. If the item that is triggering icon (E) is a door then you should try to open it with your key icon (G). If an organism (eg: guard, etc) is in the immediate vicinity then the Organism Detector (F) will flash in a similar way. If you walk into a room and someone appears on screen (A) you can talk to them by accessing the Network Screen (I - Main Screen or J - Movement Screen. See the Network Screen instructions) or fight them by accessing the Battle Screen (G - Main Screen or K - Movement Screen. See the Battle Screen Instructions).



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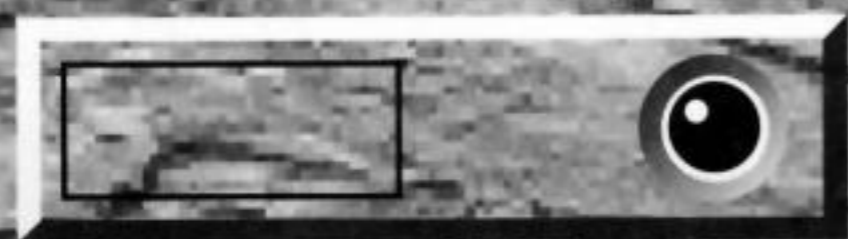
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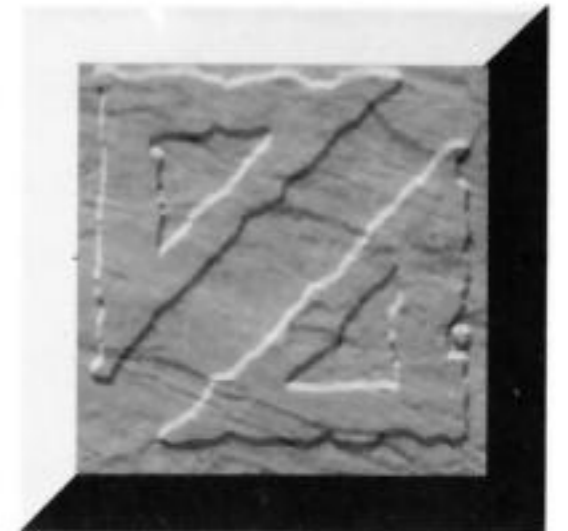
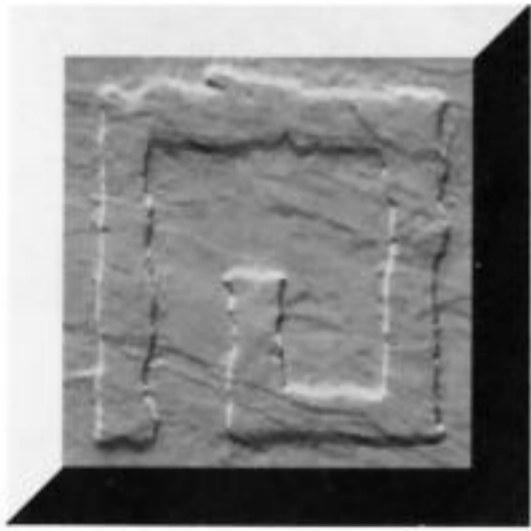


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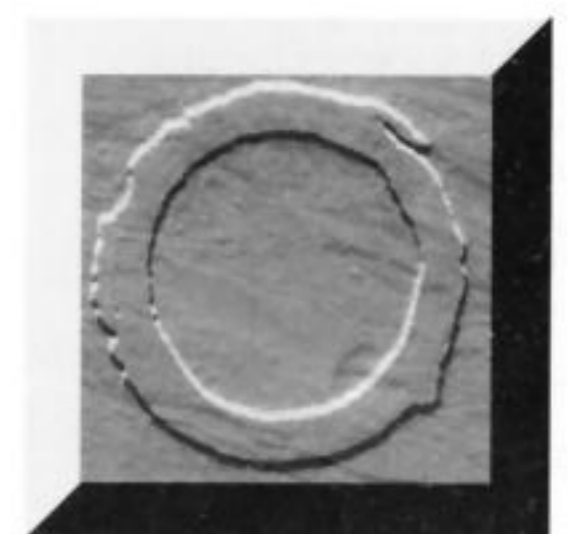
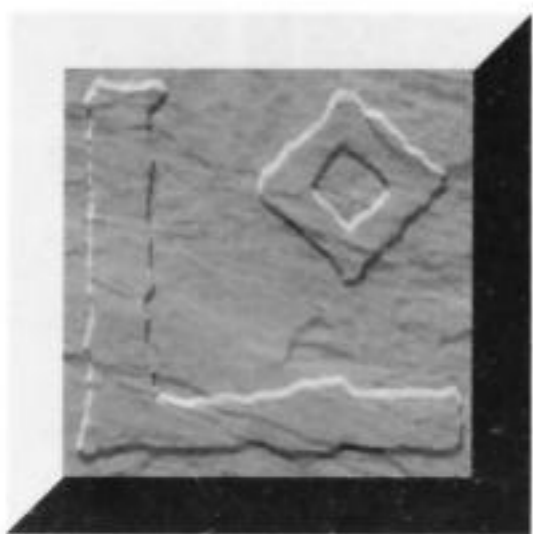


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NETWORK SCREEN



NETWORK SCREEN

Access the Network Screen by clicking on icon (I) on the Main Screen or icon (J) on the Movement Screen.

A. NETWORK SCREEN KEY

A	Report Screen
B	Input Screen
C	Active Character Portrait
D	Character Select
E	Active Object/Item
F	Text Bar

B. HELP!

To familiarise yourself with the network screen try typing HELP when you reach a Network Station. You'll see a list of commands that will allow you to navigate around the network area and help you save credits (each 'call' into the network costs money). You'll also find out about some extra in-game functions. Two particular commands to note are ANALYSE and SCAN.



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C. ANALYSE & SCAN

If you have highlighted an object in your inventory (ie: clicked on it in the Equipment Screen so that it appears in the window `O') you can move to the network screen and type ANALYSE. This function then gives you full data of, for example, a gun, listing its weapons range, ammo, user class, weight and so on. Similarly, when faced with an organism of some sort, enter the network area and SCAN the organism to find out more about it.

D. TALKING

During movement, if you come across someone you wish to talk to just type in the word `TALK' into the Input Screen (B) and press <RETURN>.

E. LOGGING IN

You can only access the Network when you have entered a Network location, signified by a flashing Network sign at the top left-hand corner of the Movement Screen. To log-on to the network type 'LOG-IN'. You will then be asked for your 'NETCODE'. Once you have entered the net you can access the information you need by typing 'READ' and then the filename of the file you need to read.

F. A LITTLE HELP

To get you off the mark here's a free netcode clue. Netcode Clue: Norman Bates was one... Once you've got that code you'll want to 'LIST' the files that are available that you can read. Two files that will be of use are 'Report1' and 'Report2'. Upon reading the information from the files take care to note information for possible clues that can be implemented elsewhere. Also, be aware that other Netcodes will pop-up out of the blue as a result of character interaction and so on.

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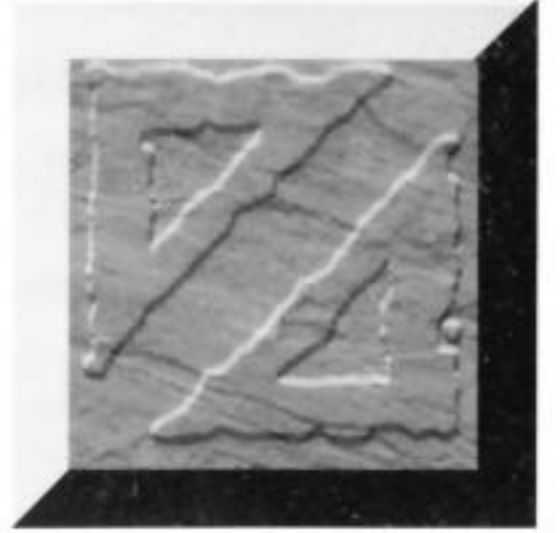
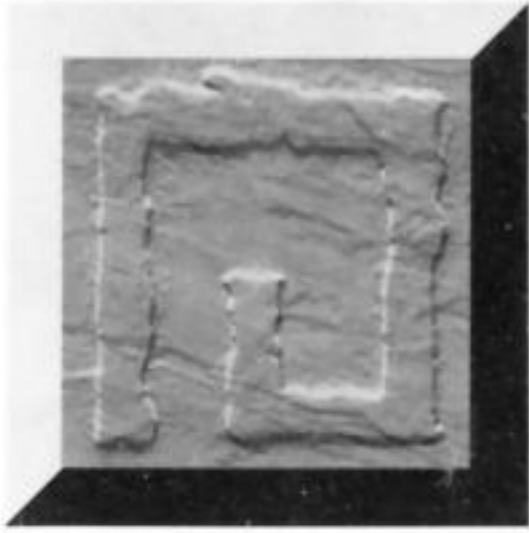
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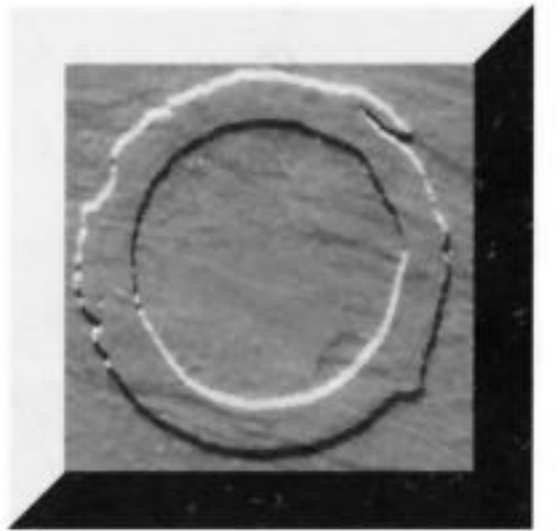
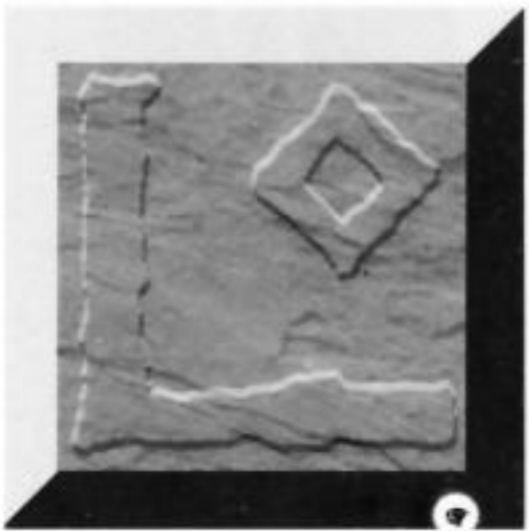
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BATTLE SCREEN



BATTLE SCREEN

To access the Battle Screen click on icon I on the Main Screen.

A. BATTLE SCREEN KEY

A	Available Action Points
B	Main Screen
C	Radar
D	Attack
E	Spell
F	Bandage
G	Pass
H	Abort
I	Defend With Physical Defense
J	Defend With Mental Defense
K	Switch To PSI Powers
L	Switch To Equipment Screen
M	Switch To Computer Screen
N	Left Hand
O	Actual Weapon
P	Right Hand
Q	Movement Directions/Centre On Default Position
R	Text Bar

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- 1 Stamina
- 2 Vitality
- 3 Strength
- 4 Dexterity
- 5 Speed
- 6 Intelligence
- 7 Concentration
- 8 6th Sense
- 9 Perception
- 10 Morale

B. THE BATTLE SEQUENCE

The battle sequence is, to all intents and purposes, a separate game in itself. This tactical game is turn-based, so you can take your time in selecting your weapons, tactics, etc. To begin the battle you must move and/or decide how you want to attack - psi- powers or physical (gun, etc). Each member of the team is automatically selected once the type of attack is decided.



C. TARGETING

The next stage is targeting. A grey box appears over your active character. Using the compass rose (Q) keys to move the box over your intended target. If the target is not in the line of sight then you will be informed via the text box (R) and you must select someone else. Seek enemy targets via the radar (C). Depending upon the weapon of choice you will only be able to move the grey targeting box to its maximum range.

D. ATTACK!

Once that grey box is positioned over your target click on the physical attack icon (D) or the psi-power attack icon (E) depending on the type of attack you intend to unleash. You will then see your projectile fly towards the enemy and the result displayed in the text box afterwards. If your active character has any action points left he you can move him or ask him to ready for another attack (upon which his move ends). The effectiveness of your spells depend on the type of defence the enemy is using. If you are hit by a spell look out at your statistics (shown on the left-hand side of the main battle window) to see what effect it might have had. The enemy will then attack your troops and/or prepare for an attack.



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E. CHANGING EQUIPMENT

You can change your equipment around before you engage in battle (subject to available movement points). Note, however, that you cannot change your weapons during active combat - so make sure you have a close-in fighting weapon in one hand if an enemy gets right up close. Range weapons are useless during melee fighting.

F. POST-ROUND EFFECTS

After the round is over each hit character will take a drop in vitality. If this figure reaches zero then the character dies. bleeding wounds must be bandaged if the character is not to worse. Hence, you must get a character with a bandage kit over to the injured party member as soon as possible.



G. BANDAGING A WOUNDED COMRADE

To bandage a damaged party member you must be adjacent to him. The bandage icon (F) is then clicked upon and the grey box moved to the target. Click on the icon again to bandage the injured character.

H: STATISTICS AND EXPERIENCE

As the party endures battle their statistics will vary, mostly for the worse. As you can imagine, this will affect their combat performance. However, in addition, during combat your characters will gain experience and will, thus, gain extra points for their statistics. During continuous range combat, for example, your character might gain an extra 10% of perception.

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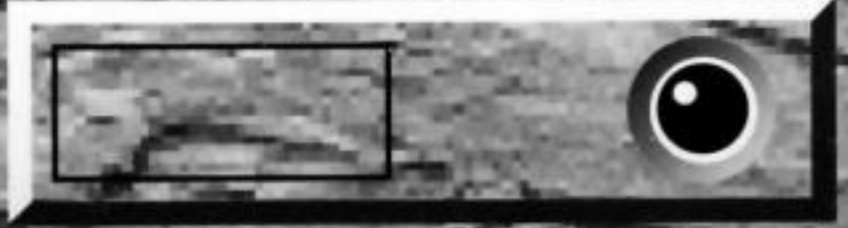
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I. STANCES AND COVER

Notice the different stances the characters can adopt. This is ruled by tactics, of course. If you ask your character to attack he adopts such a posture and, thus, leaves himself open to attacks himself.

Alternatively, ask your character to defend and his defences rise immeasurably. However, his attack potential is dramatically reduced. If, at the end of the combat, your party is eliminated, the game is over.

J. RELOADING A WEAPON

If you wish to reload your weapon (and you will) click on the Equipment Icon (L). Once at the Equipment Screen you will see your empty weapon present in a `Left-Hand' or `Right-Hand' window (windows C or D in the Equipment Screen). Highlight your back-pack window (A) with the mouse cursor. (This is normally where the extra ammo is kept. If you have moved the spare ammo into a different window then highlight that window instead.) Once the window, containing the extra ammo, has been highlighted then click on the ammo to transfer it to the Selected Item window. Then move the mouse cursor over the window containing the empty weapon. The ammo will automatically load into the empty weapon.



CREDITS

The world of Perihelion was created by
Game concept and game theory

Game design, Story & scenario
Programming

All graphics and visual concepts
Original soundtracks,
sound FX and musical dramaturgy
Additional design and ideas

Special animated sequences
Szentirmay

Project coordination
Thanks to

Commissioned by
Manual by
Manual design and layout
Producer

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Szentirmay
Edvard Toth
Gyula Szentirmay
Edvard Toth

Zoltan Vegh
Zoltan Vegh and Gyula
Szentirmay
Edvard Toth and Gyula

Edvard Toth
Paul Homes &
Chris Graham
Steve Riding
Paul Rigby
Top Draw
Nik Wild

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