

MESSIAH

メッサイア



PC
CD
ROM



Tatebayashi



WHEN I SLEEP I DREAM THE SAME DREAM. I DREAM I'M DYING. EVERY NIGHT I WATCH MYSELF DIE AS IF I'M THE KILLER, AND AS I KILL MYSELF I EXPERIENCE HAPPINESS AND JOY, BUT AS I DIE I SCREAM IN HORROR AND FEAR. EVERY NIGHT I DREAM THE SAME THING, AND AS THE NIGHTS GO ON I GET SCARED. I REALLY SHOULDN'T HAVE ANY FEAR OF DYING FOR I DWELL WITHIN THE NIRVANA OF HEAVEN AND I'VE WALKED IN THE VALLEY OF DEATH. BUT MAYBE THIS ISN'T A DREAM.

BOB

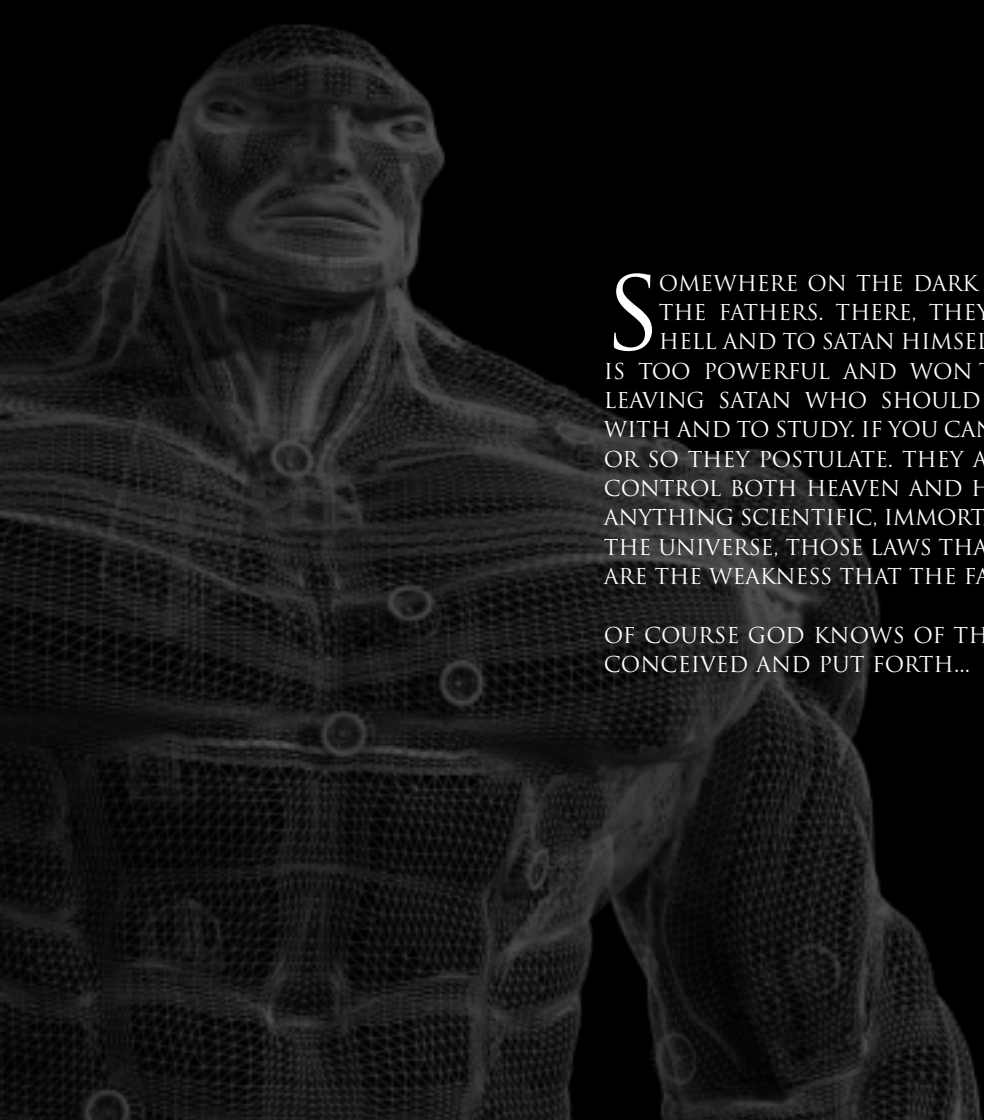
TABLE OF CONTENTS

PROLOGUE	I
INSTALLATION	III
STARTING THE GAME	III
GAMEPLAY MODES	IV
SAVING AND LOADING	VI
MISSION OBJECTIVES	VII
BOB'S BASIC ABILITIES	VIII
BOB'S SPECIAL ABILITIES	XIII
POSSESSED CHARACTER'S ABILITIES	XVIII
POSSESSED CHARACTER'S SPECIAL ABILITIES	XXIII
CLASSES OF CHARACTERS	XXIX
HELPFUL HINTS	XXXIV
CREDITS	XXXVI
TECHNICAL SUPPORT	XXXVIII
SYSTEM REQUIREMENTS	XL

PROLOGUE

EARTH HAS CHANGED. IT SMELLS BAD AND LOOKS WORSE THAN IT SMELLS. THE LAW HAS A NEW DOCTRINE OF MORAL AND PHYSICAL BRUTALITY, INSPIRED BY A NEW REGIME OF MONEY, TECHNOLOGY, AND MYTH. THE LEADERS OF THE EARTH NO LONGER CARE ABOUT THE PEOPLE; EVEN KNOWLEDGE AND PERSONALITY ARE JUST A DOLLAR SYMBOL AWAY. LIFE IS A CHEAP COMMODITY, AND AFTER HUNDREDS OF YEARS THE PEOPLE HAVE SADLY ADOPTED THIS PHILOSOPHY AS RELIGION AND GOVERNMENT.

SCIENCE BREATHES A NEW LIFE IN THIS WORLD. COMPUTERS CRACKLE THEIR OPTICAL AND BIOLOGICAL NERVES TO SERVE THEIR CREATORS, UNLOCKING THE WORLD'S MYSTERIES. ALL OF THIS NEW INFORMATION IS PUMPED DIRECTLY INTO THE MINDS OF THE DICTATORS THEY SERVE GIVING THEM INTELLECT BEYOND (BEYOND WHAT?). HERE THEY ARE BORN INTO A NEW STATE OF MIND AND LIFE. GIVE ME MANKIND'S GREATEST THOUGHTS AND I WILL CRUSH THEM. THESE WORDS SPOKEN FROM EARTH'S NEW LEADER INFORMALLY KNOWN AS THE FATHER PRIME. THESE MINDS NO LONGER GIVE TO THE PEOPLE, PEOPLE THAT THEY COULD DESIGN AND MANUFACTURE THEMSELVES. LIKE THOSE GIVEN TOO MUCH POWER, THEY GIVE ONLY TO THEMSELVES, SEEKING KNOWLEDGE BEYOND SCIENCE ITSELF, INTO SCIENTIFIC MYTH. IT IS IN THIS NEW STUDY, SCIENCE MYTH, THEY FOCUS THEIR GREATEST ENERGIES. THE QUEST HAS DRIVEN THEM DEEP INTO THE UNIVERSE BEYOND, LEADING TO THE UNDENIABLE PROOF OF THE EXISTENCE OF HEAVEN AND GOD AND THE EVIDENCE OF THE EXISTENCE OF HELL. WHICH ONE DO YOU THINK THEY WANT TO TRY TO CONTROL FIRST? HENCE OUR STORY.



SOMEWHERE ON THE DARK SIDE OF THE MOON IS A FACILITY BUILT BY THE FATHERS. THERE, THEY'VE CONSTRUCTED A PORTAL LEADING TO HELL AND TO SATAN HIMSELF. THE FATHERS HAVE THEORIZED THAT GOD IS TOO POWERFUL AND WON'T EASILY BE BARGAINED WITH, THEREFORE LEAVING SATAN WHO SHOULD PROVE AN EASIER SUBJECT TO ACQUAINT WITH AND TO STUDY. IF YOU CAN CONTROL SATAN, YOU CAN CONTROL GOD; OR SO THEY POSTULATE. THEY ALSO PONDER THE FOLLOWING: IF YOU CAN CONTROL BOTH HEAVEN AND HELL WHERE DOES THAT PUT YOU? JUST LIKE ANYTHING SCIENTIFIC, IMMORTAL BEINGS ALSO ARE BOUND BY THE LAWS OF THE UNIVERSE, THOSE LAWS THAT GOD HAS MADE FOR HIMSELF. THESE LAWS ARE THE WEAKNESS THAT THE FATHERS INTEND TO EXPLOIT.

OF COURSE GOD KNOWS OF THE FATHER'S INTENTIONS. GOD'S DEFENSE IS CONCEIVED AND PUT FORTH...

BOB.

INSTALLATION INSTRUCTIONS

PLACE THE MESSIAH DISC INTO YOUR CD-ROM DRIVE. IF AUTOPLAY IS ENABLED, THE INSTALLATION PROCESS WILL BEGIN AUTOMATICALLY. IF THE DISC DOES NOT AUTOPLAY, GO TO YOUR START MENU AND SELECT RUN. CLICK ON BROWSE AND SELECT YOUR CD-ROM DRIVE. SELECT SETUP.EXE AND CLICK OPEN AND THEN OK.

FOLLOW THE ON-SCREEN PROMPTS TO INSTALL THE GAME. WHEN INSTALLATION IS COMPLETE YOU WILL BE GIVEN THREE OPTIONS:

1. LAUNCH README FILE
2. LAUNCH MESSIAH
3. FINISH AND RETURN TO WINDOWS

STARTING THE GAME

UPON LAUNCHING MESSIAH, THE GAME WILL LOAD THE MAIN MENU. FROM HERE, YOU CAN CHOOSE TO PLAY GAME, CHANGE YOUR OPTIONS SUCH AS CONTROL, VIDEO, AND SOUND SETTINGS, OR WATCH THE INTRODUCTION TO THE GAME. WHEN NAVIGATING THE MENUS, THE UP AND DOWN ARROW KEYS WILL CHANGE WHICH OPTION IS HIGHLIGHTED AND PRESSING THE ENTER KEY WILL SELECT THE HIGHLIGHTED OPTION. PRESS THE ESC KEY TO GO BACK TO THE PREVIOUS SCREEN.

PLAY GAME

AFTER CHOOSING PLAY GAME, MESSIAH WILL ASK IF YOU WOULD LIKE TO START A NEW GAME OR LOAD A GAME. CHOOSING NEW GAME WILL ALLOW YOU TO CHOOSE A DIFFICULTY SETTING AT WHICH POINT YOUR GAME WILL BEGIN.

OPTIONS

WHEN SELECTING THE CONTROL SETUP IN OPTIONS, YOU ARE ABLE TO CHANGE THE DEFAULT CONTROL KEYS TO PLAY MESSIAH. IN THE CONTROL SETUP YOU WILL ALSO BE ABLE TO CHOOSE JOYSTICK CONTROL, ADJUST MOUSE SENSITIVITY, OR RESET TO THE DEFAULT CONTROL CONFIGURATION. PRESS ESC TO SAVE YOUR CHANGES AND RETURN TO THE PREVIOUS MENU.

WHEN SELECTING VIDEO SETTINGS, YOU WILL BE ABLE TO CONFIGURE YOUR VIDEO DEVICE INCLUDING THE ADJUSTMENT OF SCREEN RESOLUTION. THE GAME DEFAULTS TO W DEPTHBUFFERING. IF WHILE PLAYING MESSIAH YOU EXPERIENCE PROBLEMS WITH PARTS OF THE GAME, LEVELS FLICKERING OR IF OBJECTS APPEAR IN FRONT OR BEHIND OTHERS WHICH THEY SHOULDN'T, TRY SWITCHING THE DEPTHBUFFERING SETTING TO Z.

IN THE SOUND SETTINGS AREA OF OPTIONS, YOU WILL HAVE THE ABILITY TO TURN CD MUSIC ON AND OFF AND ADJUST THE CD AND SOUND EFFECTS VOLUME.

INTRO

SELECTING THIS WILL PLAY THE INTRODUCTION OF THE GAME. NOTE THAT THE INTRODUCTION WILL ALSO PLAY ANY TIME THE PLAYER CHOOSES TO START A NEW GAME.

EXPLANATION OF EASY/DIFFICULT GAMEPLAY MODES

THERE ARE THREE DIFFICULTY MODES IN MESSIAH: EASY, NORMAL, AND DIFFICULT. MESSIAH INITIALLY DEFAULTS TO NORMAL DIFFICULTY WHEN YOU START THE GAME AND CANNOT BE CHANGED ONCE A NEW GAME HAS ALREADY BEGUN.

E A S Y (D I S C I P L E)



FIG. 1

- CONE OF POSSESSION IS WIDE, THE PLAYER CAN EVEN POSSESS CHARACTERS FROM THE FRONT (SEE FIG. 1).
- IF POSSESSED CHARACTER IS KILLED, BOB POPS OUT AUTOMATICALLY.
- ENEMIES ARE LESS PATIENT IF THE PLAYER HIDES WITH A SHORT ATTENTION SPAN.
- ENEMIES MORE OFTEN THAN NOT CHOOSE HEAD ON CONFRONTATION INSTEAD OF TAKING COVER DURING COMBAT.
- ENEMIES USE GRENADES IN A LIMITED FASHION.
- ENEMIES TAKE 25% MORE DAMAGE FROM GRENADES THAN NORMAL DIFFICULTY MODE.
- BULLETS FALLOFF 25% LATER THAN NORMAL DIFFICULTY MODE.

N O R M A L (P R O P H E T)



FIG. 2

- CONE OF POSSESSION IS A BIT NARROWER THAN EASY DIFFICULTY MODE. CHARACTERS CAN ONLY BE POSSESSED FROM THE SIDES OR BACK (SEE FIG. 2).
- IF POSSESSED CHARACTER IS KILLED, BOB POPS OUT AUTOMATICALLY.
- ENEMIES ARE PATIENT AND WILL WAIT IF THE PLAYER HIDES DURING COMBAT.
- ENEMIES WILL TAKE COVER DURING COMBAT INSTEAD OF CHOOSING HEAD ON CONFRONTATION.
- ENEMIES USE GRENADES DURING COMBAT.
- ENEMIES IN GUARD MODE CAN ENTER SNIPER MODE AND TARGET THE PLAYER.

D I F F I C U L T (M E S S I A H)



FIG. 3

- CONE OF POSSESSION IS NARROW, CHARACTERS CAN ONLY BE POSSESSED FROM THE BACK (SEE FIG. 3).
- IF POSSESSED CHARACTER IS KILLED, BOB IS KILLED AS WELL.
- CHARACTERS ARE VERY PATIENT IF THE PLAYER HIDES WITH A LONG ATTENTION SPAN.
- ENEMIES TAKE 25% LESS DAMAGE FROM GRENADES THAN NORMAL DIFFICULTY MODE.
- ENEMIES USE GRENADES LIBERALLY DURING COMBAT.
- BULLETS FALLOFF 25% FASTER THAN NORMAL DIFFICULTY MODE.

SAVING AND LOADING

WHILE PLAYING MESSIAH THERE ARE TWO WAYS TO SAVE AND LOAD YOUR PROGRESS.

S T A N D A R D S A V E A N D L O A D

PRESSING THE F2 KEY WILL BRING UP A LISTING OF BLANK SAVE SLOTS. CHOOSE A SLOT IN WHICH YOU WISH TO SAVE AND PRESS ENTER. AT THIS TIME YOU MAY ENTER A DESCRIPTION FOR YOUR SAVE GAME. AFTER ENTERING A DESCRIPTION, PRESS ENTER AGAIN TO RETURN TO THE GAME.

IF YOU PRESS THE F3 KEY, THE LIST OF SAVED GAMES WILL APPEAR. WHEN THE LIST APPEARS, USE THE UP AND DOWN ARROW KEYS TO SELECT A GAME TO LOAD. ONCE HIGHLIGHTED, PRESS THE ENTER KEY AND THE GAME WILL LOAD.

Q U I C K S A V E A N D L O A D

PRESSING THE F6 KEY WILL QUICKSAVE YOUR GAME. WHEN THE F6 KEY IS PRESSED, THE GAME WILL PAUSE MOMENTARILY WHILE THE GAME SAVES AND THEN THE ACTION WILL IMMEDIATELY CONTINUE.

IF THE F9 KEY IS PRESSED, THE GAME WILL LOAD THE LAST QUICKSAVE AND THEN THE GAME WILL CONTINUE.

MISSION OBJECTIVE FROM GOD

ALL RIGHT, BOB, HERE'S THE LOW DOWN. THE FATHERS, IN LINE WITH THEIR ULTIMATE PLAN OF RULING HEAVEN AND HELL, HAVE, THROUGH THE USE OF TECHNOLOGY, CREATED A PORTAL INTO THE ANGELIC/DEMONIC REALM. FAKING ALLIANCE, THE FATHERS HAVE TRICKED SATAN INTO TRAVERSING THE PORTAL. ONCE THROUGH, SATAN WAS IMPRISONED AND IS BEING HELD FOR STUDY AND QUESTIONING. IN ORDER FOR SATAN TO PHYSICALLY EXIST IN THE EARTHLY REALM, HE MUST CONTINUALLY BE FED AN ABUNDANT SUPPLY OF FRESH HUMAN BLOOD. THE FATHERS ARE PROMOTING AND INSTIGATING MASS KILLING IN CITY FAKTUR AND COLLECTING THE DEAD BODIES TO PROVIDE THE NEEDED BLOOD TO MAINTAIN THEIR DEMONIC GUINEA PIG. FIND THE FATHERS AND SEE WHAT YOU CAN DO TO BRING A STOP TO THEIR HEINOUS EXPERIMENTS. AT THE LAST LOOK, THE FATHERS WERE WATCHING THE SATAN EXPERIMENTS FROM THEIR LAIR AT THE ENTRANCE TO MAIN CITY. WORK YOUR WAY THROUGH OLD TOWN AND SEE WHAT YOU CAN DO TO GATHER MORE INTELLIGENCE ON THE FATHERS' ACTIVITIES.



BOB'S BASIC ABILITIES

R U N N I N G



WHEN YOU PRESS EITHER THE (FORWARD MOVEMENT KEY) OR THE (BACKWARD MOVEMENT KEY) YOU WILL BY DEFAULT RUN IN THAT PARTICULAR DIRECTION. YOUR SPEED IS UNPARALLELED BY ANY OTHER CREATURE ON EARTH, AND IN COMBINATION WITH YOUR QUICK TURNS, YOU ARE VERY AGILE COMPARED TO THE CLUMSY EARTH CREATURES. USE YOUR RUNNING ABILITY FOR THOSE STICKY SITUATIONS WHERE A QUICK ESCAPE IS NECESSARY.

W A L K I N G

PRESSING THE (FORWARD) OR (BACKWARD MOVEMENT KEYS) IN COMBINATION WITH THE (WALK KEY) WILL CAUSE YOU TO SLOWLY CREEP FORWARD AT A MUCH LESS HECTIC SPEED THAN YOUR RUN. THIS IS ESPECIALLY USEFUL FOR TRAVERSING SMALL LEDGES WHERE ONE FALSE STEP WILL CAUSE AN UNTIMELY DEMISE.

C R A W L I N G



PRESSING THE (FORWARD) OR (BACKWARD MOVEMENT KEYS) IN COMBINATION WITH THE (CRAWL/CROUCH KEY) WILL ALLOW YOU TO DROP DOWN CLOSE TO THE FLOOR AND CRAWL AROUND. THIS ABILITY IS USEFUL WHEN TRYING TO HIDE BEHIND AN OBJECT WITHOUT BEING SEEN OR WHEN TRYING TO MOVE UNDERNEATH AN OBJECT WHICH IS TOO LOW TO WALK UNDER.

GRABBING LEDGES



IF YOU PRESS THE (FLAP/JUMP KEY) WHILE ALSO PRESSING THE (FORWARD MOVEMENT KEY) AND GET CLOSE TO THE EDGE OF A LEDGE, YOU WILL BE ABLE TO GRAB HOLD OF THE LEDGE AND HANG FROM IT. PRESSING THE (FORWARD MOVEMENT KEY) AGAIN WILL PULL YOU UP TO THE NEXT LEVEL. THIS IS GREAT FOR MOVING UP TO ANOTHER AREA WHICH IS NORMALLY TOO HIGH TO SIMPLY FLY UP TO. PRESSING THE (BACKWARD MOVEMENT KEY) WILL CAUSE YOU TO DROP BACK DOWN TO THE NEXT LOWER AREA.

WHILE HANGING ON A LEDGE, YOU CAN USE THE (LEFT) AND (RIGHT TURN KEYS) TO MOVE SIDE TO SIDE ON THE LEDGE IN A HAND OVER HAND MOTION.

STRAFINING



WHILE RUNNING AND TURNING IS OFTEN SUFFICIENT FOR EVADING MOST FOES AND SIMPLY TRAVERSING AROUND THE ENVIRONMENT, USING THE (STRAFE LEFT) AND (STRAFE RIGHT) KEYS WILL ALLOW YOU TO MOVE AROUND THE ENVIRONMENT WHILE STILL MAINTAINING FOCUS ON A DESIRED TARGET. THIS IS ESPECIALLY USEFUL FOR RUNNING RINGS AROUND YOUR FOES LIKE THE TRIGGER-HAPPY POLICE.

LOOKING AROUND



THERE ARE THREE WAYS TO GET A BETTER LOOK AT YOUR SURROUNDINGS WHILE MOVING ABOUT THE DIFFERENT CITIES.

WHILE IN THIRD PERSON PERSPECTIVE, PRESSING AND HOLDING THE (LOOK AROUND KEY) WILL ALLOW YOU TO USE THE MOUSE TO SCROLL AROUND YOU AND GET A BETTER LOOK AT YOUR SURROUNDINGS. WHILE IN THIS THIRD PERSON LOOK AROUND MODE, YOU WILL NOT BE ABLE TO MOVE, SO ONLY USE THIS WHEN YOU'RE SURE THE COAST IS CLEAR. RELEASING THE (LOOK AROUND KEY) WILL RETURN YOU TO NORMAL MOVEMENT MODE.

ANOTHER WAY TO GET A LOOK AT YOUR SURROUNDINGS IS TO PRESS THE (ENTER/ZOOM SNIPER MODE KEY) TO GO INTO A FIRST PERSON PERSPECTIVE. ONCE IN THIS MODE, YOU CAN USE THE MOUSE TO MOVE THE CAMERA AROUND AND TAKE A LOOK AT AREAS YOU MIGHT WANT TO EXAMINE. WHILE IN THIS SNIPER MODE VIEW, YOU CANNOT MOVE OR TURN BUT CAN STRAFE LEFT AND RIGHT. STRAFING WHILE IN THIS MODE ALLOWS YOU TO HIDE BEHIND BOXES AND THE LIKE AND JUST PEEK YOUR HEAD AROUND THE CORNER TO GET A LOOK. TO EXIT THE SNIPER MODE VIEW, PRESS THE (QUICK SNIPER MODE EXIT KEY).

FINALLY, IF YOU WANT TO GET A LOOK BEHIND YOU QUICKLY, PRESS THE (QUICK LOOK BACK KEY) TO MOVE THE CAMERA QUICKLY FROM BEHIND YOUR BODY TO THE FRONT OF IT. THIS CAN BE USEFUL WHILE BEING PURSUED OR SIMPLY SEEING WHO HAS SNUCK UP BEHIND YOU. PRESSING THE KEY AGAIN REVERTS THE CAMERA TO ITS NORMAL POSITION.

ACTION

WHEN YOU MOVE AROUND THE ENVIRONMENT, THERE ARE A NUMBER OF ITEMS IN THE WORLD WITH WHICH YOU CAN INTERACT. WHEN YOU ARE IN A ANOTHER CREATURE, THERE ARE MANY MORE POSSIBILITIES, BUT MORE ON THAT LATER.



FIG. 1

IN THE BOTTOM RIGHT CORNER OF THE SCREEN THERE IS AN ICON CALLED THE ACTION ICON WHICH WILL CHANGE DEPENDING ON THE CONTEXT OF THE SITUATION YOU ARE IN. NORMALLY, THE ICON APPEARS SIGNIFYING THERE IS NO CURRENT ACTION (SEE FIG. 1). HOWEVER, THERE ARE INSTANCES IN WHICH YOU AS BOB CAN INTERACT WITH CERTAIN WORLD ELEMENTS.



FIG. 2

ONE SUCH INSTANCE IS WHEN YOU NEED TO OPEN A DOOR. WHEN YOU SEE THE ACTION ICON FOR OPEN DOOR (SEE FIG. 2), YOU CAN PRESS THE (ACTION KEY) TO OPEN THE DOOR. THIS OPEN DOOR ICON WILL ONLY APPEAR WHEN YOU ARE STANDING AT THE CENTER OF A DOOR FACING IT.



FIG. 3

ANOTHER INSTANCE WHERE YOU CAN INTERACT WITH THE ENVIRONMENT WHILE OUTSIDE OF A POSSESSED CHARACTER IS TO ACTIVATE CERTAIN ELECTRONIC BUTTONS AND CONSOLES. AS A RULE OF THUMB, YOU CAN ACTIVATE ANY LOW-TECH CONSOLES OR SWITCHES IN THE ENVIRONMENT. EXAMPLES OF LOW-TECH DEVICES ARE ON/OFF BUTTONS AND ELEVATOR SWITCHES. EXAMPLES OF A HIGH-TECH DEVICE IS A COMPUTER TERMINAL. THOSE HIGH-TECH DEVICES WITH KEYBOARDS WILL REQUIRE A POSSESSED CHARACTER TRAINED IN THEIR USAGE TO ACTIVATE. WHEN A LOW-TECH DEVICE CAN BE INTERACTED WITH, A USE ICON WILL APPEAR IN THE BOTTOM RIGHT CORNER OF THE SCREEN (SEE FIG. 3).



FIG. 4

WHEN AN ELEVATOR CAN BE ACTIVATED, THE ELEVATOR ICON (SEE FIG. 4) WILL BE DISPLAYED WHICH MEANS THAT THE PLAYER MUST NOT ONLY ACTIVATE THE ELEVATOR BUT ALSO TELL IT WHICH DIRECTION TO TRAVEL. TO DO SO, PRESS THE (ACTION KEY) IN COMBINATION WITH THE (FORWARD) OR (BACKWARD MOVEMENT KEY). PRESSING (FORWARD) IN COMBINATION WITH THE (ACTION KEY) WILL CAUSE THE ELEVATOR TO TRAVEL UP, WHILE THE (BACKWARD KEY) IN COMBINATION WITH THE (ACTION KEY) WILL CAUSE THE ELEVATOR TO GO DOWN.

BOB'S SPECIAL ABILITIES

P O S S E S S I O N

SOME OF THE NATIVES OF EARTH WILL NOT BE RECEPTIVE TO YOUR PRESENCE WHILE OTHERS WILL BE MERELY CURIOUS ABOUT YOUR PRESENCE. TAKE CARE, IF YOU ARE SPOTTED YOU MAY COME UNDER ATTACK. TO HELP ACHIEVE YOUR GOALS, YOU HAVE BEEN GRANTED THE ABILITY OF POSSESSION. YOU MAY POSSESS ANY ENTITY IN CITY FAKTUR AS LONG AS THEY ARE ORGANIC IN COMPOSITION. ANY CREATURES THAT ARE MECHANICAL IN NATURE ARE IMMUNE TO YOUR POWER OF POSSESSION AND THUS MUST BE DEALT WITH CAREFULLY.

THE INHABITANTS OF EARTH ARE A GREAT MANY THINGS. THOUGH THEY MAY INITIALLY SEEM TO BE JUST GETTING IN THE WAY OF BOB ACHIEVING HIS GOALS, THE CHARACTERS IN MESSIAH HAVE MANY POSSIBILITIES.

A R M O R

WHEN BOB POSSESSES A CHARACTER IN THE GAME, THE CHARACTER BECOMES ARMOR FOR THE PLAYER. SINCE BOB IS VERY FRAGILE AND CAN BE KILLED RELATIVELY EASILY, IT IS IN THE PLAYER'S BEST INTEREST TO POSSESS A CHARACTER AND USE IT LIKE ARMOR, ABSORBING ANY DAMAGE THAT IS INFLICTED UPON BOB. ONCE THE POSSESSED CHARACTER HAS TAKEN SIGNIFICANT DAMAGE, BOB CAN DEPOSSESS AND FIND ANOTHER CHARACTER TO ABSORB DAMAGE. BOB HIMSELF CANNOT BE DAMAGED WHILE IN A CHARACTER IN THE GAME.



K E Y S

MANY AREAS IN THE MESSIAH WORLD ARE ONLY ACCESSIBLE TO CERTAIN CHARACTERS, JUST AS IN REAL LIFE. A SECURITY FACILITY, FOR INSTANCE, IS NOT OPEN FOR PROSTITUTES TO EXPLORE. IN ORDER TO TAKE A PEEK INSIDE, BOB MUST FIRST POSSESS A COP WHO CAN THEN MOVE REASONABLY FREELY AROUND THE FACILITY WITHOUT AROUSING SUSPICION.

C A M O U F L A G E

WHEN BOB POSSESSES A CHARACTER IN MESSIAH, HE MUST THEN EFFECTIVELY BE THE CHARACTER. ONCE IN A WORKER FOR INSTANCE, BOB CAN'T JUST GO TRAIPSING AROUND A SECURITY FACILITY AT HIS LEISURE. AFTER ALL, HE IS A WORKER. ONCE IN A CHARACTER'S BODY BOB WILL HAVE TO ACT LIKE THE CHARACTER OR HIS COVER WILL BE BLOWN. WHEN THE WHISTLE BLOWS AND THE COPS ALL HEAD OUT FOR THEIR LUNCH BREAK, BOB BETTER GO TOO OR THE COPS WILL SURELY GET SUSPICIOUS.

H E A L T H

WHEN BOB IS RUNNING LOW ON HEALTH, HE CAN REPLENISH HIS OWN BODY BY JUMPING INTO ANOTHER. SEE THE HEALTH SECTION OF THIS MANUAL FOR MORE DETAILS.

IF YOU HAPPEN UPON A CREATURE OF ORGANIC MAKE UP, YOU CAN POSSESS THEIR BODY BY CAREFULLY CATCHING THEM DEFENSELESS FROM BEHIND. THIS IS IMPORTANT. CITY FAKTUR'S DWELLERS CAN ONLY BE POSSESSED FROM BEHIND AND NOT FROM THE FRONT OR SIDES. ONCE A CREATURE SEES YOU EITHER IN FRONT OF THEM OR OUT OF THEIR PERIPHERAL VISION THEY WILL BECOME TENSE AND DEFENSIVE THUS RESISTANT TO YOUR POSSESSION ATTEMPT.

HERE'S A STEP BY STEP EXAMPLE OF HOW TO POSSESS YOUR PREY:

TRY TO STAY OUT OF SIGHT UNTIL YOU HAVE A GOOD OPPORTUNITY TO POSSESS A CREATURE FROM BEHIND.

ONCE YOUR OPPORTUNITY PRESENTS ITSELF, MAKE HASTE TO OVERTAKE THE SUBJECT FROM BEHIND.

WHILE RUNNING UP BEHIND YOUR PREY, FLAP YOUR WINGS ONCE OR TWICE AND SPRING TOWARD THE TARGET'S SHOULDER BLADES.

IF ALL GOES AS PLANNED, YOU WILL DIVE INTO THE CREATURE'S BACK AND INTO THEIR SPIRIT AND CONSCIOUSNESS. WHEN YOU HAVE POSSESSED A CHARACTER, YOU WILL SEE A HALO OVER THE CREATURE'S HEAD INDICATING TO YOU WHICH CREATURE YOU ARE IN CONTROL OF. OTHER CREATURES IN THE WORLD WILL NOT SEE THE HALO. IT IS MERELY THERE FOR YOUR BENEFIT TO HELP YOU EASILY PICK WHICH CREATURE YOU ARE CONTROLLING EVEN IF YOU'RE IN A CROWD. YOU NOW HAVE COMPLETE CONTROL OF THIS ENTITY AND WILL POSSESS ALL OF THEIR INDIVIDUAL STRENGTHS, WEAKNESSES, AND SPECIAL ABILITIES UNTIL THEY ARE KILLED OR YOU CHOOSE TO DEPOSESS.





REMEMBER, YOU CAN ONLY POSSESS CREATURES FROM THE BACK. WHILE STEALTH IS YOUR BEST STRATEGY IN POSSESSION SITUATIONS, YOU MAY AT TIMES BE SPOTTED BEFORE YOU HAVE A CHANCE TO FIND A NEW HOST. IF THIS HAPPENS, YOU MUST EITHER FIND A GOOD PLACE TO HIDE UNTIL THE SITUATION COOLS OFF OR MAKE A BREAK FOR IT AND TRY TO GET BEHIND A CREATURE FOR ANOTHER POSSESSION ATTEMPT.



YOU CAN DEPOSSESS A CREATURE AT ANY TIME BY SIMPLY PRESSING THE (DEPOSSESS KEY). ONCE YOU DEPOSSESS A CREATURE THEY WILL BE STUNNED FOR A MOMENT OR TWO WHILE THEY TRY TO GET THEIR BEARINGS AGAIN. DURING THOSE FEW MOMENTS THAT THE CREATURE IS DISCONCERTED, YOU MUST EITHER FIND A PLACE TO HIDE OR FIND A NEW HOST. ONCE THOSE FEW MOMENTS HAVE PASSED AND THE SUBJECT GETS IT'S BEARINGS, THE CREATURE WILL BEGIN TO RETURN TO THEIR NORMAL BEHAVIOR AND IF YOU ARE SPOTTED, YOU MUST ONCE AGAIN TAKE EVASIVE ACTION.

FLIGHT



NEXT TO YOUR POSSESSION ABILITY, YOUR NEXT MOST POWERFUL ATTRIBUTE IS YOUR ABILITY FOR FLIGHT. TO FLAP YOUR WINGS AND TAKE TO THE AIR, PRESS THE (FLAP/JUMP KEY) AND YOUR WINGS WILL FLAP ONCE. IF YOU CONTINUE TO PRESS THE (FLAP/JUMP KEY) YOU WILL NOTICE THAT YOUR WINGS WILL CONTINUE TO FLAP AND YOU CAN STAY IN THE AIR FOR SUSTAINED PERIODS OF TIME. FLAPPING WHILE MOVING FORWARD WILL ALLOW YOU TO COVER GROUND QUITE QUICKLY AND WILL ENABLE YOU TO MOVE OVER OBSTACLES IN YOUR PATH QUITE EFFORTLESSLY.

BY NOW YOU'VE NOTICED THAT YOU CANNOT FLY, BUT INSTEAD HAVE LIMITED FLIGHT ABILITIES. SINCE YOU ARE STILL AN ANGEL IN TRAINING AND YOUR WINGS ARE NOT FULLY DEVELOPED, YOU ONLY HAVE THE ABILITY TO FLAP YOUR WINGS AND FLY FOR A FEW MOMENTS BEFORE YOUR STUBBY LITTLE WINGS START TO GET FATIGUED AND LOSE THEIR POTENCY. WHILE LIMITING AT FIRST, ONCE YOU GET USED TO EARTH'S GRAVITATIONAL FORCES YOU SHOULD BE ABLE TO GET A GOOD FEEL FOR WHAT TYPES OF OBSTACLES YOU CAN OVERCOME BEFORE YOUR WINGS GIVE OUT.

THERE IS ONE MORE FLIGHT ABILITY WHICH YOU MUST OFTEN UTILIZE IN YOUR TRAVELS ON EARTH. WHEN ON A HIGH LEDGE, YOU CAN LEAP OFF AND PRESS AND HOLD THE (FLAP/JUMP KEY) TO SPREAD YOUR WINGS AND GLIDE TO ANOTHER DESTINATION. BY USING THE GLIDE ABILITY, YOU WILL BE ABLE TO LEAP OFF EVEN THE HIGHEST STRUCTURES AND GLIDE LIKE A FEATHER TO THE GROUND WHILE TAKING LITTLE OR NO DAMAGE. GLIDING IS ALSO USEFUL IF YOU WANT TO SOAR TO A FAR OFF LANDING AREA WITHOUT HAVING TO FLAP YOUR WINGS RAPIDLY IN SUCCESSION.

POSSESSED CHARACTER'S ABILITIES

GENERAL COMBAT



AS BOB, YOU ARE VERY FRAGILE AND DEFENSELESS. AS SUCH, IT IS NECESSARY TO POSSESS EARTH'S INHABITANTS AND USE THEIR BODIES AND WEAPONS WHENEVER FORCE IS NECESSARY TO GET THROUGH A TIGHT SPOT. THE FOLLOWING WILL HELP YOU LEARN HOW TO ENGAGE EARTH'S INHABITANTS IN BOTH WEAPON AND HAND TO HAND COMBAT. NOTE THAT THE CREATURES IN CITY FAKTUR CAN ONLY CARRY ONE WEAPON AT A TIME. IF YOU WANT TO USE A DIFFERENT WEAPON THAN THE ONE A CHARACTER IS CURRENTLY USING, YOU WILL HAVE TO SWAP IT WITH ANOTHER WHEN YOU COME ACROSS IT.

GRABBING AND DROPPING WEAPONS



FIG. 1



FIG. 2

THE EASIEST WAY TO GET A WEAPON IS TO POSSESS A CHARACTER WHO ALREADY HAS A WEAPON IN THEIR HANDS. IN THE EVENT THAT THE POSSESSED CHARACTER DOES NOT HAVE A WEAPON OR THEIR WEAPON RUNS OUT OF AMMO, LOOK FOR A WEAPON IN THE ROOM AND STAND OVER IT TO PICK IT UP. ONCE OVER A WEAPON ONE OF TWO ACTION ICONS WILL APPEAR IN THE BOTTOM RIGHT OF THE SCREEN; THE PICK UP WEAPON ICON (SEE FIG. 1) OR THE SWAP WEAPON ICON (SEE FIG. 2). WHILE STANDING DIRECTLY OVER THE DESIRED WEAPON, PRESSING THE (ACTION KEY) WILL CAUSE THE CHARACTER TO EITHER PICK UP OR SWAP THE CURRENT WEAPON.



FIG. 1

TO DROP A WEAPON, MAKE SURE THAT THE POSSESSED CHARACTER IS NOT STANDING OVER A WEAPON AND THEN PRESS THE (ACTION KEY) TO DROP THE WEAPON. YOU WILL KNOW THAT YOU CAN DROP YOUR CURRENT WEAPON BECAUSE THE DROP WEAPON ICON (SEE FIG. 1) WILL APPEAR IN THE BOTTOM RIGHT CORNER OF THE SCREEN.

WEAPON BASED COMBAT



FIG. 1

WHEN POSSESSING VARIOUS CHARACTERS IN CITY FAKTUR YOU WILL FIND THAT MANY CARRY WEAPONRY. WHEN YOU POSSESS SOMEONE WHO IS CARRYING A WEAPON YOU OF COURSE THEN HAVE CONTROL OF NOT ONLY THE CHARACTER BUT ALSO HIS KNOWLEDGE OF WEAPON BASED COMBAT. IF YOU COME UNDER HOSTILE FIRE, YOU CAN FIGHT BACK WITH THE CHARACTER'S WEAPON BY FOLLOWING THE NEXT STEPS:



FIG. 2

FIRST, PRESS THE (ENTER COMBAT/FIRE WEAPON KEY) ONCE TO ENTER COMBAT MODE. WHEN YOU ENTER COMBAT MODE THE POSSESSED HUMAN WILL TAKE AN AGGRESSIVE COMBAT STANCE BUT YOU CAN ALSO TELL YOU ARE IN COMBAT MODE BY LOOKING TO THE BOTTOM RIGHT CORNER OF THE SCREEN WHERE THE COMBAT ICON WILL CHANGE FROM NORMAL MODE (SEE FIG. 1) TO A COMBAT MODE VERSION (SEE FIG. 2).

NOW THAT YOU ARE IN COMBAT MODE, PRESSING THE (ENTER COMBAT/FIRE WEAPON KEY) WILL CAUSE THE POSSESSED CREATURE TO FIRE HIS PRIMARY WEAPONS. PRESSING AND HOLDING THE (ENTER COMBAT/FIRE KEY) WILL MAKE THE CHARACTER FIRE THEIR WEAPON IN SUCCESSION.



FIG. 1

WHILE IN COMBAT MODE, THE EXIT COMBAT MODE ICON WILL APPEAR IN THE BOTTOM RIGHT CORNER OF THE SCREEN (SEE FIG. 1). TO EXIT COMBAT MODE, PRESS THE (ACTION KEY) AND THE POSSESSED CHARACTER WILL DROP BACK INTO THEIR NORMAL MODE.

TARGETING IN WEAPON BASED COMBAT

WHEN YOU ARE IN COMBAT MODE AND SWEEP ACROSS THE ROOM, YOUR TARGETING CURSOR WILL MOVE FROM CREATURE TO CREATURE AS YOU MOVE HIGHLIGHTING EACH TARGET IN SUCCESSION. WHEN THE TARGETING CURSOR IS HIGHLIGHTING THE DESIRED TARGET, FIRE AWAY TO TAKE THE TARGET DOWN. KEEP IN MIND THAT WEAPONS ALL HAVE DIFFERENT RANGES SO THEY WILL DO VARIOUS DAMAGE TO YOUR TARGET DEPENDING ON WHETHER THEY ARE NEARBY OR OFF IN THE DISTANCE. THE PUMPGUN, FOR EXAMPLE, CAN OFTEN TAKE A CHARACTER DOWN IN A SINGLE SHOT BUT IS MISERABLE FOR LONG RANGE COMBAT.

TARGETING IN SNIPER MODE

ANOTHER WAY TO FIGHT WITH WEAPONS IS TO ENTER SNIPER MODE AND TARGET FROM THERE. TO ENTER SNIPER MODE, PRESS THE (ENTER/ZOOM SNIPER MODE KEY) ONCE TO ENTER THE FIRST PERSON PERSPECTIVE.

IF THE POSSESSED CHARACTER'S WEAPON IS NOT ALREADY DRAWN, PRESS THE (ENTER COMBAT/FIRE WEAPON KEY) ONCE TO DRAW THEIR WEAPON. ONCE THE WEAPON IS DRAWN, A TARGETING CURSOR WILL APPEAR IN THE CENTER OF THE SCREEN INDICATING THAT YOU ARE READY TO FIRE. THE



TARGETING CROSSHAIRS WILL NOT SNAP TO YOUR TARGET AS IN THIRD PERSON COMBAT MODE, BUT INSTEAD WILL STAY SOLID ALL THE WHILE YOU ARE IN SNIPER MODE. EACH TIME THAT THE (ENTER COMBAT/FIRE WEAPON KEY) IS PRESSED A SHOT WILL BE FIRED AT THE POINT THE TARGETING CROSSHAIRS ARE OVER.

IN SNIPER MODE IT IS VERY EASY FOR YOU TO TAKE ACCURATE SHOTS AT YOUR ENEMIES TO TARGET SPECIFIC BODY PARTS. EXPERIMENT WITH SHOOTING THE DIFFERENT AREAS OF AN ENEMY'S BODY TO ACHIEVE DIFFERENT EFFECTS.

S E C O N D A R Y W E A P O N S

MANY OF THE CHARACTERS YOU WILL MEET IN CITY FAKTUR CARRY SECONDARY WEAPONS IN ADDITION TO THEIR PRIMARY FIREARMS. TO USE THE CHARACTERS SECONDARY WEAPON, PRESS THE (SECONDARY WEAPON KEY) TO THROW A PROJECTILE WEAPON.

H A N D T O H A N D C O M B A T

THERE WILL INEVITABLY COME A TIME IN YOUR TRAVELS WHERE YOU ARE HOPELESSLY OUTNUMBERED IN A FIGHT AND THE AMMO CLIPS YOU ARE CARRYING WILL NOT BE ENOUGH TO GET YOU THROUGH THE SITUATION. FEAR NOT, MOST OF THE EARTH'S INHABITANTS ARE PROFICIENT IN THE ART OF HAND TO HAND COMBAT. TO FIGHT MOST EFFECTIVELY IN HAND TO HAND COMBAT MODE, YOU SHOULD FIRST DROP YOUR WEAPON, THOUGH



SOME MOVES CAN BE PULLED OFF EVEN WITH A WEAPON IN YOUR HANDS. TO FIGHT IN HAND TO HAND COMBAT MODE, YOU MUST FIRST PRESS THE (ENTER COMBAT/FIRE WEAPON KEY) ONCE TO ENTER COMBAT MODE. IF THERE IS NO WEAPON IN THE CHARACTER'S HANDS THEY WILL PUT UP THEIR FISTS ONCE IN COMBAT MODE. COMBAT MODE IS ALSO DESIGNATED BY THE COMBAT ICON IN THE BOTTOM RIGHT CORNER OF THE SCREEN.



NOW THAT YOU ARE IN COMBAT MODE, YOU MUST GET CLOSE TO YOUR DESIRED TARGET AND THEN PRESS THE (ENTER COMBAT/FIRE WEAPON KEY). PRESSING THIS KEY ALONE WILL CAUSE THE POSSESSED CHARACTER TO STRIKE OUT AT THEIR OPPONENT. PRESSING THE (ENTER COMBAT/FIRE WEAPON KEY) IN COMBINATION WITH THE (FORWARD MOVEMENT KEY) WILL CAUSE THE CHARACTER TO DO OTHER COMBAT MOVES AS WILL ATTACKING CHARACTERS FROM BEHIND.



FIG. 1

WHILE IN HAND TO HAND COMBAT MODE, THE EXIT COMBAT MODE ICON WILL APPEAR IN THE BOTTOM RIGHT CORNER OF THE SCREEN (SEE FIG. 1). TO EXIT COMBAT MODE, PRESS THE (ACTION KEY) AND THE POSSESSED CHARACTER WILL DROP BACK INTO THEIR NORMAL MODE.

POSSESSED CHARACTER'S SPECIAL ABILITIES

GENERAL

MANY OF THE CHARACTERS ON EARTH HAVE SPECIAL ABILITIES UNIQUE TO THEMSELVES WHICH OTHER CHARACTERS DO NOT HAVE. EXPERIMENTATION WITH THE DIFFERENT CREATURES ON EARTH IS CRUCIAL TO ACHIEVING YOUR GOALS.

STANDARD WEAPONS

WELDING TORCH



INTENDED ONLY FOR WELDING, THIS WEAPON HAS A HIGHER PROBABILITY OF CAUSING YOUR FOES TO LAUGH THEMSELVES TO DEATH WHEN ATTACKED THAN ACTUALLY INFLECTING CRITICAL AMOUNTS OF DAMAGE. EVEN SO, IT COULD TECHNICALLY KILL SOMEONE IF THE PERSON WERE TO HOLD STILL LONG ENOUGH FOR IT.

BONE SAW



IT SLICES! IT DICES! IT'S A HAND HELD SAWING, BUZZING, HACKING, GRINDING DEVICE! THIS DEVICE WAS ONLY DESIGNED WITH CONSTRUCTION WORK IN MIND BUT IT WILL WORK FOR CLOSE RANGE COMBAT IN A PINCH. THE MASSIVE 20HP BONE SAW WILL DELIVER A MASSIVE AMOUNT OF DAMAGE IN A SHORT PERIOD OF TIME BUT IS NEVERTHELESS NO MATCH FOR AN ENEMY HOLDING A RAPID FIRE LONG RANGE WEAPON.

P U M P G U N



THE PUMP GUN IS STANDARD ISSUE FOR THE LIGHT COPS IN CITY FAKTUR. THIS WEAPON SHOOTS TWO 10 GAUGE SLUGS WHICH FIRE IN A SPREAD PATTERN WHEN TRIGGERED. THOUGH THE WEAPON HAS EXCELLENT STOPPING POWER AT CLOSE RANGE, IT IS MISERABLE AT ANY DISTANCE. DON'T EVEN THINK ABOUT TRYING TO USE THIS WEAPON IN SNIPER MODE DUE TO IT'S LONG RANGE WEAKNESS.

M A C H I N E G U N



USUALLY CARRIED BY MEDIUM COPS, THE MACHINE GUN IS EXCELLENT AT LONG RANGE AND HAS SUPERIOR ACCURACY. FIRING DEVASTATING SLUGS IN RAPID SUCCESSION VIA IT'S TWIN BARRELS, THE MACHINE GUN IS EQUALLY IMPRESSIVE AT CLEARING ROOMS OF FOES AS IT IS PUTTING A BULLET IN SOMEONE'S HEAD FROM $\frac{1}{2}$ A MILE AWAY IN SNIPER MODE.

M A I M E R



ROUGHLY AS EFFECTIVE AS ITS MACHINE GUN BRETHERN, THE MAIMER HAS A RAPID-FIRE MECHANISM, IS EQUALLY EFFECTIVE AT SHORT AND LONG RANGE, AND DELIVERS MORE THAN ENOUGH STOPPING POWER TO TAKE DOWN ALL BUT THE TOUGHEST FOES. THE MAIMER FIRES RAZOR SHARP TITANIUM BLADES THAT SLICE AND DICE ANY UNFORTUNATE SOUL IN ITS PATH.

FLAME THROWER



THE FLAME THROWER SPEWS A FLAMMABLE FUEL MIXTURE IN JELLY FORM THAT'S IGNITED WHEN EMITTED. WHEN THE FLAMES MAKE CONTACT WITH ANOTHER CHARACTER THEY WILL BURST INTO FLAME CAUSING THEM TO RUN AND SCREAM IN AGONY UNTIL THEY CAN ROLL THEMSELVES OUT. THOUGH THE WEAPON IS USELESS AT DISTANCES, THERE IS SIMPLY NO SUBSTITUTE IN CLOSE RANGE COMBAT SITUATIONS.

ICE GUN



BASED ON THE OPPOSITE TECHNOLOGY FROM THE FLAME THROWER, THE ICE GUN FIRES NEEDLE LIKE SHARDS OF FROZEN ICE AT THE INTENDED TARGET, SKEWERING THEM REPEATEDLY. EFFECTIVE AT BOTH LONG AND SHORT RANGE, THE ICE GUN IS AN EXCELLENT CHOICE FOR BOTH HECTIC COMBAT SITUATIONS AND STRATEGIC SNIPER MODE HITS.

BAZOOKA



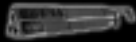
THE BAZOOKA FIRES A FRIGHTENINGLY LETHAL MISSILE ALONG A DIRECT PATH TO ITS TARGETED VICTIM. WITH INFINITE RANGE, FAST RELOAD, ZERO TRAJECTORY ARC, AND A SPEEDY VELOCITY, THE BAZOOKA IS A HANDY TOY FOR LONG RANGE COMBAT. IF FIRED AT CLOSE RANGE THE BAZOOKA CAN BE QUITE DANGEROUS AS THE SUBSEQUENT MISSILE EXPLOSION WILL MOST LIKELY DAMAGE THE USER AS WELL AS THE RECIPIENT.

M A S E R



THOUGH IMPRESSIVE LOOKING, THIS WEAPON IS TOTALLY USELESS AGAINST ORGANIC CREATURES. RARELY SEEN ON THE STREETS OF CITY FAKTUR, THIS WEAPON WAS CREATED TO USE AGAINST MECHANICAL FOES. FIRING A POWERFUL ELECTRO-MAGNETIC PULSE, THIS WEAPON IS TREMENDOUSLY USEFUL IN TAKING DOWN BOTS OR EVEN THE FEROCIOUS ARMORED BEHEMOTHS.

R . P . H



THE ROCKET PROPELLED HARPOON WEAPON IS THE MOST DEVASTATING WEAPON EVER TO APPEAR ON THE STREETS OF CITY FAKTUR. DEVELOPED BY THE CHOTS, THE RPH PIERCES THE INTENDED TARGET, LIFTING THEM OFF THE GROUND AND IMPALING THEM ON A NEARBY WALL WHERE THEY WILL WITHER IN AGONY BEFORE EVENTUALLY COLLAPSING. GOOD AT BOTH CLOSE AND LONG RANGE, THE RPH IS ABSOLUTELY DEVASTATING SINCE IT'S CAPABLE OF KILLING A PERSON WITH ONE SHOT.

SECONDARY WEAPONS

G R E N A D E



STANDARD ISSUE TO MEDIUM AND HEAVY COPS, THE GRENADE BEHAVES JUST AS ONE MIGHT EXPECT, EXPLODING IN A SHOWER OF SHRAPNEL WHICH IS LETHAL IN DIRECT HITS, AND STILL QUITE EFFECTIVE FOR THOSE STANDING NEAR IT WHEN IT DETONATES.

CONCUSSION GRENADE



ISSUED TO RIOT POLICE WHO'S PRIMARY PURPOSE IS CROWD CONTROL, THE CONCUSSION GRENADE IS USEFUL FOR INCAPACITATING LARGE GROUPS OF CHARACTERS WHILE CAUSING NO DAMAGE TO THE SURROUNDING AREA. WHEN THE GRENADE DETONATES, IT EMITS A LARGE FLASH THAT STUNS THEM MOMENTARILY. WHILE THE WEAPON DOES NOT KILL CHARACTERS IT IS USEFUL FOR STUNNING A CHARACTER FOR A MOMENT THAT IS A POTENTIAL POSSESSION CANDIDATE.

STICK - UM GRENADE



THIS WEAPON EMBEDS ITSELF INTO THE TARGET WHEN IT IS THROWN AND THEN BEGINS TO EMIT A SUBTLE AUDIO TONE TO ALERT THE USER THAT IT IS ACTIVE. THE STICK - UM WILL REMAIN ACTIVE AND WAIT UNTIL THE (SECONDARY WEAPON KEY) IS PRESSED AGAIN AT WHICH TIME IT WILL DETONATE. WHILE USEFUL FOR PLANTING ON EXPLOSIVE OBJECTS SO THAT THE USER HAS TIME TO CLEAR THE AREA, ITS REAL POTENTIAL LIES IN ATTACHING THE GRENADE TO AN UNSUSPECTING CHARACTER WHO WILL UNWITTINGLY CARRY THE GRENADE WITH THEM UNTIL THE USER CHOOSES TO DETONATE THE CHARGE IDEALLY WITHIN ANOTHER GROUP OF ENEMIES.

JUMPING BETTY



UNLIKE ITS GRENADE COUNTERPARTS, THIS SECONDARY WEAPON PACKS A POWERFUL PUNCH IN THE FORM OF ITS PROXIMITY MINE NATURE. ONCE DISCHARGED WITH THE (SECONDARY WEAPON KEY) THE JUMPING BETTY WILL LIE IN WAIT UNTIL ANOTHER CHARACTER TRIGGERS ITS PROXIMITY SENSOR. ONCE TRIGGERED, THIS MINE LEAPS INTO THE AIR TO FIVE FEET, THEN MAKES FIVE COMPLETE HORIZONTAL ROTATIONS, FIRING A FLECHETT ROUND EVERY 10 DEGREES OF ROTATION.

OTHER ITEMS

KEY CARD

AT SOME POINTS IN CITY FAKTUR, IT WILL BECOME NECESSARY TO USE A KEY CARD TO GAIN ACCESS TO ANOTHER AREA. ONCE THE KEY CARD IS PICKED UP, THE CARD WILL STAY WITH BOB REGARDLESS OF WHETHER HE DEPOSESSED THE COLLECTION CHARACTER OR NOT.

CLASSES OF CHARACTERS

LOWER CLASS

CHOTS

CHOTS COMPRISE THE BOTTOM RUNG OF THE SOCIAL LADDER IN THE CITY FAKTUR. PARTIALLY DUE TO THEIR LACK OF MONEY AND PARTIALLY DUE TO THEIR DISGUST WITH THE MIDDLE AND UPPER CLASSES, THE CHOTS CHOOSE TO LIVE IN THE CITY SEWERS AND FREQUENTLY POP UP AND DRAG OTHER CHARACTERS OFF TO AN UNPLEASANT DEATH. CHOTS ARE CANNIBALISTIC CREATURES WHO HUNT THEIR PREY IN PACKS SIMILAR TO HYENAS. NATURALLY AGGRESSIVE TOWARD COPS, THE CHOTS HAVE BEEN WAGING A WAR FOR SOME TIME WITH THE POLICE FORCE AND OFTEN INSTIGATE RIOTS IN ATTEMPTS TO OVERTHROW THEIR MIDDLE CLASS COUNTERPARTS. THE CHOTS WEAPON OF CHOICE IS A PAK THAT IS NOT ONLY USED TO TAKE DOWN PREY QUIETLY BUT ALSO ALLOWS THEM TO DROP FROM GREAT HEIGHTS. CHOT TECHNOLOGY IS BASE, AND REVOLVES AROUND THEIR AIR COMPRESSION SYSTEM TO POWER WEAPONS AND BREATHE. THOUGH THEY ARE NOT AS WELL FUNDED AS THE COPS, THE CHOTS ARE EXCELLENT FIGHTERS AND WILL OFTEN DO JUST AS WELL IN A BATTLE AS THEIR MORE TECHNOLOGICALLY ADVANCED COP FOES.



MIDDLE CLASS

DWELLERS

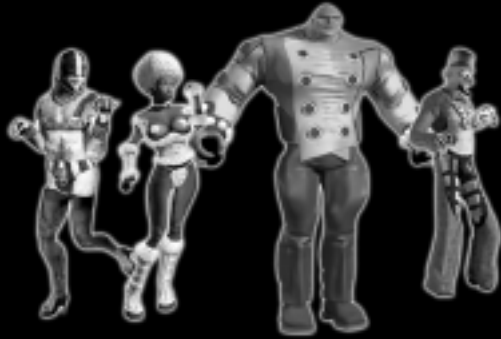
THE PATHETIC CIVILIANS IN CITY FAKTUR HAVE BECOME KNOWN SIMPLY AS DWELLERS. THESE MIDDLE CLASS CHARACTERS ENJOY THE BENEFITS OF THEIR SOCIAL CLASS WHICH ALLOWS THEM TO MOVE FREELY AROUND THE CITIES AND PARTAKE IN THE MORAL DEPRAVITY THAT HAS OVERRUN THEIR CITY. THOUGH USUALLY UNARMED, THE DWELLERS MAY BE BENEFICIAL FOR POSSESSION IN CERTAIN SITUATIONS WHICH REQUIRE STEALTH. THE DWELLERS CAN USE ANY WEAPON THEY COME ACROSS AND CAN BE QUITE PROFICIENT IN HAND TO HAND COMBAT WHEN CORNERED. TAKE SPECIAL CARE AROUND THE DWELLERS FOR MANY WITH LONG COATS WILL HIDE WEAPONS IN THEIR JACKETS UNTIL NEEDED AND WILL NOT HESITATE TO STALK CARELESS HUMANS IN AN EFFORT TO MUG THEM FOR ANOTHER WEAPON.



WORKERS

WORKERS ARE THE GLUE WHICH HOLDS CITY FAKTUR TOGETHER. CONSTANTLY SPOON-FED A STREAM OF SELF-HELP PROPAGANDA, THE WORKERS ARE QUITE PROUD OF THEIR SOCIAL STATION AND WORK DILIGENTLY ON KEEPING THE CITY RUNNING ON A DAY TO DAY BASIS. COMPRISED OF GRUNT LABORERS, MEDICAL TECHNICIANS, SCIENTISTS, AND NUCLEAR TECHNICIANS, MANY OF THE WORKERS HAVE VERY SPECIALIZED ABILITIES WHICH MAKE THEM PRIME TARGETS FOR POSSESSION IN MANY SITUATIONS.





CLUBBERS

SIMILAR IN MANY RESPECTS TO NORMAL DWELLERS, THE CLUBBERS ARE DISTINCT IN THAT THEY LIVE TO THE EXCESS, USUALLY SPENDING THEIR TIME IN THE SEEDIER PORTIONS OF THE CITY OR THE CLUBS. THOUGH SEEMINGLY HARMLESS, THE CLUBBERS ARE "CHARACTERS" IN THE TRUEST SENSE OF THE WORD AND HAVE SOME SURPRISINGLY UNIQUE TALENTS. MUCH LIKE THE CREDO OF THEIR ALTERNATIVE LIFESTYLE, EXPERIMENTATION WILL BE REQUIRED TO FIND THE TRUE POTENTIAL OF THESE CHARACTERS WHEN THEY HAVE BEEN POSSESSED.

COPS

IN A STARK CONTRAST TO THE WORLD OF THE PAST WHERE THE POLICE UPHHELD THE LAW AND SWORE AN OATH TO PROTECT AND SERVE, THE COPS HAVE BECOME INCREASINGLY CORRUPT IN RESPONSE TO THE DEGRADATION OF THE SOCIETY AROUND THEM. IN CITY FAKTUR THE COPS THRIVE ON THEIR UPPER-CLASS STATUS AND HAVE DEVELOPED A SHOOT FIRST, ASK QUESTIONS LATER MENTALITY. THOUGH THEY MUST BE DEALT WITH CAUTIOUSLY, A POSSESSED COP IS ONE OF THE MOST VERSATILE CHARACTERS IN THE CITY. WITH VARIOUS DEGREES OF ARMOR, POWERFUL WEAPONRY, AND ALL ACCESS PASSES TO MOST AREAS, THE COPS ARE VERY HANDY INDEED. TO FURTHER INCREASE THEIR WORTH, THE COPS OFTEN HAVE SPECIAL ABILITIES TIED TO THEIR SPECIAL HEADSETS WHICH GIVE THEM POWERS SUCH AS RANGED ZOOM SNIPER MODE, AND SPECIAL LIMITED X-RAY VISION SNIPER MODE. ON THE DOWNSIDE, THEIR STRENGTH WHEN POSSESSED LIES IN THEIR BRUTE FORCE TACTICS WHICH MOST OFTEN DRAWS THE HOSTILE ATTENTION OF THEIR POLICE BRETHERN.



UPPER CLASS

SUB-GIRLS

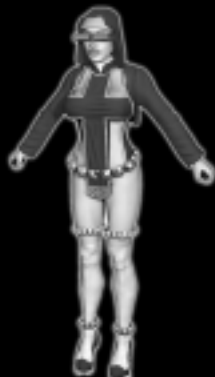
LIKE MOST OF THE UPPER CLASS IN CITY FAKTUR, THE SUB-GIRLS ARE OF COURSE FEMALE AND HAVE A NATURAL ADVERSITY TO COPS. ALLIED WITH THE DWELLERS AND CLUBBERS, SUB-GIRLS ARE ONE OF THE MOST LETHAL CLASSES OF THE CITY'S INHABITANTS WHOSE MISSION IT IS TO ACT AS SECURITY IN THE REDLIGHT DISTRICT'S HOUSING DISTRICT PROTECTING THEIR ALLIES FROM THEIR FOES. SUB-GIRLS HAVE A PARTICULARLY STRONG BOND WITH THE PROSTITUTES AND WILL MOST OFTEN COME TO THEIR AID IF THREATENED. THE SUB-GIRLS HAVE A VERY CALM DEMEANOR AND CANNOT BE PANICKED OR CONFUSED IN BATTLE. THOUGH IT LOOKS DECEPTIVELY LIGHT, THE SUB-GIRLS HAVE BEEN ENGINEERED TO HAVE AN EXTREMELY TOUGH SKELETON MAKING THEM TOUGH TO KILL. THE SUB-GIRLS ARE DIFFICULT TO POSSESS, BUT WHEN ATTAINED, THEY ARE NEARLY UNSTOPPABLE.



COMMANDERS

LEADERS OF THE POLICE FORCES, THE COMMANDERS ARE THE HIGHEST RANKING COPS AND ARE THUS RARELY SEEN IN THE STREETS OF THE CITY. WHEN ONE IS SPOTTED, IT IS HIGHLY RECOMMENDED THAT YOU NOT ONLY POSSESS ONE BUT ALSO KEEP HER ALIVE SINCE IT IS ONLY THE COMMANDER WHO HAS THE HIGHEST SECURITY CLEARANCE. THIS MAY BE CHALLENGING SINCE THE COMMANDERS ARE MANY TIMES UNARMED AND ONLY VENTURE OUT INTO THE STREETS TO SUPERVISE THE TROOPS. ALONG WITH HER TOP SECURITY CLEARANCE, CERTAIN COMMANDERS, CALLED GUN COMMANDERS, ARE THE ONLY TYPE OF CHARACTER WHO CAN OPERATE HEAVY GUN PLACEMENTS AND DRIVE VEHICLES.





C L E R G Y

L I K E ANY MAJOR CITY THERE IS AN ALTERNATIVE NIGHTLIFE. HERE IN CITY LEAFKUR, THE CLERGY HAS TURNED TO ENTERTAINMENT IN ORDER TO FREE CONDEMNED SOULS. THE CLUBS CONTAIN PRIESTS THAT RUN THE BAR AND NUNS THAT SERVE THE DRINKS. IN GENERAL THE BARTENDER IS NOT PARTICULARLY USEFUL TO POSSESS, BUT THEY'RE GREAT HELPERS THROUGHOUT BOB'S TRAVELS. OCCASIONALLY FOUND LURKING IN DARK SHADOWS, THE CLERGY WILL SOMETIMES IMPRESS SOME OF THEIR WISDOM ON BOB WHICH MAY BE HELPFUL DURING HIS TRAVELS.

M O N S T E R S

I N F O R M A T I O N IS SKETCHY AT BEST REGARDING THE MONSTERS IN THE CITY, BUT THE DWELLERS ARE RUMORING THE EXISTENCE OF "DEMONS" APPEARING WITH INCREASING REGULARITY. IT IS POSSIBLE THAT THESE MONSTERS HAVE SOME SORT OF CONNECTION TO THE EXPERIMENTS WHICH THE FATHERS HAVE BEEN PERFORMING RECENTLY.

HELPFUL HINTS

TO POSSESS A CHARACTER, FLAP YOUR WINGS AND FLY INTO THE CHARACTER'S BACK. YOU CAN DEPOSSESS AT ANY TIME BY PRESSING THE DEPOSSESS KEY.

TRY TO POSSESS CHARACTERS WHEN NO ONE ELSE IS LOOKING. CHARACTERS WON'T ATTACK IF YOU APPEAR TO BE LIKE THEM.

BOB IS VERY FRAGILE AND DEFENSELESS. WHENEVER POSSIBLE, POSSESS OTHER CHARACTERS AND USE THEM FOR CAMOUFLAGE AS WELL AS ARMOR. IF YOU POSSESS A COP WITHOUT BEING SEEN FOR INSTANCE, OTHER COPS WON'T PAY ATTENTION TO YOU. IF YOU DO GET IN A FIGHT, THE POSSESSED COP TAKES THE DAMAGE, NOT BOB.

KEEP THOSE WEAPONS HOLSTERED! RUNNING AROUND WITH YOUR GUN READY IS A SIGN OF AGGRESSION TO OTHER CHARACTERS.

ELEVATORS IN MESSIAH ARE A BIT DIFFERENT THAN OTHER GAMES BUT ARE QUITE EASY TO OPERATE ONCE YOU GET THE HANG OF IT. STAND IN FRONT OF THE ELEVATOR CONSOLE YOU WISH TO OPERATE AND TURN THE CHARACTER TO FACE IT. PRESS THE ACTION KEY WHILE PRESSING FORWARD OR BACKWARD DEPENDING ON WHICH WAY YOU WANT TO GO.

KEEP AN EYE OUT FOR BETTER WEAPONS AND AMMO. EXPLORE YOUR ENVIRONMENT WHENEVER POSSIBLE.

CHARACTERS EACH HAVE THEIR OWN SET OF SKILLS - USE DIFFERENT CHARACTERS TO ACCESS DIFFERENT AREAS OR CONSOLES.

IT'S HELPFUL TO BE "LIGHT ON YOUR FEET" IN THE PLATFORM STYLE LEVELS.

BOB CAN REGAIN HEALTH BY POSSESSING ANOTHER CHARACTER AND TAKING SOME OF THEIR LIFE ESSENCE TO REPLENISH HIS OWN.

THE COPS AND THE CHOTS HAVE A NATURAL AVERSION TO ONE ANOTHER. WHEN THESE TWO CLASSES OF CHARACTERS COME IN CONTACT WITH ONE ANOTHER, EXPECT A FIREFIGHT. IF YOU DON'T UNDERSTAND WHY YOU'RE BEING SHOT AT, CHANCES ARE THAT ANOTHER CHARACTER MAY NOT GET ALONG WITH THE CLASS OF CHARACTER THAT YOU ARE CURRENTLY IN POSSESSION OF.



THE CREATORS

LEAD PROGRAMMER

MICHAEL "SAXS" PERSSON
(GENESIS 33:12)

ARCH-PROGRAMMERS

TORGEIR HAGLAND (EXODUS 32:4)

TONY BENNETT (EXODUS 27:4)

LEVEL SCRIPTING

DAVID MSIKA (1 KINGS 6:38)

TIM HAYS (JOHN 10:20)

JOE VIRSKUS (1 CORINTHIANS 3:10)

ANDREW DELAP (JOHN 1:41)

SØREN HANNIBAL (JEREMIAH 40:12)

GAME DESIGN

(AS PROPHESIZED BY MICHAEL DAMIEN)

TEAM EGO 2 (CHRONICLES 24:13)

LEVEL DESIGN AND LAYOUT

MICHAEL DAMIEN (MATTHEW 13:35)

DANIEL CHEVALIER (EZEKIEL 43:11)

SHAWN BERRYHILL (1 KINGS 7:9)

NEIL HONG (LUKE 16:9)

CHRIS FELTS (PSALMS 88:18)

SIGBJØRN SIGGY GALAEN
(GENESIS 11:4)

3D CHARACTER DESIGNS AND MODELS

DARRAN HURLBUT
(2 THESSALONIANS 3:9)

CHARACTER CONVERSION AND INFLUENCING

CHRIS NAVES (EXODUS 31:6)

LEAD ANIMATOR

GABRIEL ROUNTREE (DANIEL 8:16)

ARCH-ANIMATORS

CHRISTER SVEEN
(GENESIS 2:7)

KEVIN MUNROE
(GENESIS 19:20)

ALAIN MAINDRON
(GENESIS 8:19)

ORIGINAL MESSIAH BOX CONCEPT

MIKE DAMIEN (MATTHEW 13:35)

THE APOSTLES

FILM AND VIDEO PRESENTATIONS

SCOTT BARRETT (ACTS 16:9)

MUSIC

FEAR FACTORY (ISAIAH 30:32)

JESPER KYD (DANIEL 3:15)

[SIDE EFFEKT:] / TRAVESTI
(1 SAMUEL 16:16)

SOUND EFFECTS

TOMMY TALLARICO (AMOS 5:23)

JOEY KURAS (LEVITICUS 26:36)

MESSIAH BOX
AND MANUAL DESIGN
ROWLEYS: LONDON



SHINY
ENTERTAINMENT

PRESIDENT
DAVID PERRY

PRODUCER
STUART ROCH

LINE PRODUCER
JAY NIELSEN

WEBMASTER
MISS M

INTERPLAY
PRODUCTIONS

PRESIDENT
BRIAN FARGO

EXECUTIVE PRODUCER
TRISH WRIGHT

PRODUCER, INTERPLAY U.K.
SARAH THOMPSON

PUBLIC AND
MEDIA RELATIONS
LISA BUCEK
SCOTT HERRINGTON

PRODUCT MARKETING
STEVE FOWLER

DIRECTOR OF
QUALITY ASSURANCE
JEREMY BARNES

QUALITY ASSURANCE
MANAGERS
GREG BAUMEISTER
MIKE MOTODA

PROJECT SUPERVISOR
JEREMY RAY

ASSISTING SUPERVISOR
DOUG FINCH

SENIOR TESTER
SCOT HUMPHREYS

TESTERS
ISMAEL QUIJANO
RICHARD AVALOS
ERIC CHUNG
SAVINA GREENE
JOHN KIRKLAND
HAROLD KIM
MARK HOLTZCLAW
ASHER LUISI
KEVIN OSBURN
AMY AVERY

VIRGIN INTERACTIVE
ENTERTAINMENT

SENIOR
PRODUCT MANAGER
HARVEY LEE

HEAD OF P.R.
ALLISON GRANT

QUALITY
ASSURANCE MANAGER
PHIL McDONNELL

LEAD TESTER
SARAH THOMPSON

TESTERS
PHILIP MATTHEWS
STEVE FRAZER
DREW WALDEGRAVE
ROY GAY
TIM WILEMAN

SPECIAL THANKS TO ALL THE
PEOPLE WHO HAVE
CONTRIBUTED TO MESSIAH
AND HELPED MAKE THE TITLE A
REALITY

MIKE BOB LEWIS
BRAD HARTKE
JUSTINE CORRADINO
PAMELA LEAVITT
LYNEL BROWN
SHAUN CHEVALIER
ELAINE PAIVA
TOMMY FRANCOIS
ROBERT WRIGHT
NICOLE MARINGER
CLAY RIVERS
PETE TESTA
STEVE CARLSON
DAVE HOWARD

AND FINALLY, A SPECIAL
THANKS TO THE COMPANIES
WHO HAVE GENEROUSLY
SUPPORTED US THROUGHOUT
MESSIAH'S DEVELOPMENT

INTEL CORPORATION
CREATIVE LABS, INC.
NVIDIA CORPORATION
3DFX INTERACTIVE, INC.
ADVANCED MICRO
DEVICES, INC.
MICROSOFT CORPORATION

TECHNICAL SUPPORT

THANK YOU FOR PURCHASING MESSIAH. IF YOU ARE EXPERIENCING DIFFICULTIES WITH THIS TITLE, PLEASE TAKE ADVANTAGE OF THE FOLLOWING PRODUCT SUPPORT. PLEASE NOTE THAT ALL OUR OPERATORS ONLY SPEAK ENGLISH AND THAT WE ARE UNABLE TO GIVE GAMEPLAY HINTS THROUGH OUR TECHNICAL SUPPORT NUMBER.

TECHNICAL SUPPORT : + 44 (0)207 551 4266
FAX : + 44 (0)207 551 4267

INTERNET : CUSTOMER_SUPPORT@VIE.CO.UK
(PLEASE USE THE GAME TITLE AS YOUR SUBJECT HEADING)
WORLD WIDE WEB: WWW.VIE.CO.UK AND WWW.INTERPLAY.COM
ADDRESS : CUSTOMER SERVICES DEPARTMENT
VIRGIN INTERACTIVE ENTERTAINMENT EUROPE LTD.
74A CHARLOTTE STREET
LONDON W1P 1LR

WARRANTY

IN THE UNLIKELY EVENT OF A SOFTWARE FAULT PLEASE RETURN THE COMPLETE PACKAGE, WITH YOUR RECEIPT, TO THE ORIGINAL PLACE OF PURCHASE. INTERPLAY DISCLAIMS ALL RESPONSIBILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES. THESE STATEMENTS DO NOT AFFECT YOUR STATUTORY RIGHTS. IF YOU DO TELEPHONE, PLEASE BE SITTING IN FRONT OF YOUR COMPUTER (IF POSSIBLE) AND BE SURE TO PROVIDE US WITH AS MUCH INFORMATION AS POSSIBLE. MAKE SURE TO NOTE THE EXACT TYPE OF HARDWARE THAT YOU ARE USING IN YOUR SYSTEM, INCLUDING:

- SPEED AND MANUFACTURER OF YOUR PROCESSOR.
- MAKE & MODEL OF YOUR SOUND CARD AND VIDEO CARD.
- MAKE & MODEL OF YOUR CD-ROM DRIVE.
- AMOUNT OF RAM PRESENT.
- ANY ADDITIONAL HARDWARE AND PERIPHERALS.
- INFORMATION CONTAINED IN YOUR CONFIG.SYS & AUTOEXEC.BAT FILES.

NOTE: IF YOU HAVE ANY PROBLEMS IN OBTAINING ANY SYSTEM INFORMATION PLEASE CONSULT YOUR SYSTEM SUPPLIER. IT IS EXTREMELY IMPORTANT THAT YOU HAVE THE INFORMATION ABOVE AT HAND WHEN YOU CALL. WHEN CONTACTING US BY POST, ENSURE YOU INCLUDE THE TITLE & VERSION OF THE GAME, A DETAILED DESCRIPTION OF THE PROBLEM YOU ARE EXPERIENCING AND THE EXACT TYPE OF HARDWARE THAT YOU ARE USING. WHEN SENDING US A FAX, PLEASE REMEMBER TO LEAVE YOUR FAX MACHINE SWITCHED ON AND READY TO RECEIVE. IF YOU ARE USING A TELEPHONE/FAX SYSTEM PLEASE MAKE SURE THAT THE FAX CONNECTION IS ENABLED. ENSURE TO INCLUDE YOUR NAME, A RETURN FAX NUMBER WITH THE AREA CODE AND A VOICE NUMBER SO WE CAN CONTACT YOU IF WE EXPERIENCE PROBLEMS WHEN TRYING TO FAX YOU BACK.

MESSIAH ON THE INTERNET
BE SURE TO CHECK OUT THE MESSIAH WEB SITE AT...
WWW.MESSIAH.COM
WE ALSO RECOMMEND...
FEAR FACTORY
WWW.FEARFACTORY.COM
JESPER KYD
WWW.JESPERKYD.COM
SIDE EFFKT
HTTP://MEMBERS.XOOM.COM/SIDEEFFKT/
TOMMY TALLARICO STUDIOS
WWW.TALLARICO.COM/

MESSIAH! OFFICIAL STRATEGIES & SECRETS!

DOUG RADCLIFFE AND PAUL SCHUYTEMA

CAST INTO A WORLD HEADED TOWARD APOCALYPTIC CHAOS, YOU ARE BOB, A CHUBBY CHERUB TOLD TO SAVE THE WORLD. AT FIRST GLANCE, YOU APPEAR TO BE ARMED WITH NOTHING MORE THAN A TINY PAIR OF WINGS AND A POT BELLY. BUT THINGS AREN'T ALWAYS WHAT THEY SEEM. YOU ALSO HAVE SOME SERIOUS POWERS NOT THE LEAST OF WHICH IS YOUR ABILITY TO POSSESS THE BODIES OF THOSE WHO POPULATE THIS NEO-INDUSTRIAL WASTELAND: EVERYONE FROM COPS AND WAITRESSES TO PROSTITUTES, PIMPS, AND DEMONS.

TO SNEAK, POSSESS AND BLAST YOUR WAY PAST AN ARMY OF LOW-LIFES, YOU'LL NEED THIS COMPREHENSIVE, OFFICIAL GUIDE, PRODUCED WITH THE FULL SUPPORT OF THE GAME'S DEVELOPMENT TEAM.

INSIDE YOU'LL FIND:

DETAILED WALKTHROUGHS OF ALL WORLDS AND MAPS FOR ALL LEVELS
COMPREHENSIVE STATISTICS AND TACTICS FOR EVERY WEAPON IN THE GAME
COMPLETE DESCRIPTIONS OF THE NUMEROUS CHARACTERS YOU CAN POSSESS
IN-DEPTH STRATEGIES AND TACTICS FOR USING YOUR POWERS TO FULL ADVANTAGE



TO ORDER YOUR COPY
SIMPLY CALL
+00 44 (0) 1373 453888*

PRICE £14.99

*PLEASE CALL FOR OVERSEAS POSTAGE AND PACKAGING



INTERPLAY'S WORLD WIDE WEB SITE

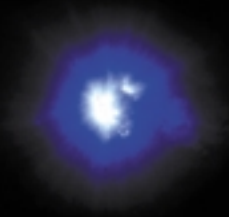
WELCOME TO THE INTERPLAY WEB! AS A COMPANY DEDICATED TO PROVIDING INNOVATIVE, HIGH QUALITY INTERACTIVE ENTERTAINMENT SOFTWARE, WE ARE ALWAYS STRIVING TO STAY AS CLOSE AS POSSIBLE TO THE LEADING EDGE OF TECHNOLOGY. THIS WEB SITE IS DESIGNED TO PROVIDE A WEALTH OF INFORMATION AND OPPORTUNITIES TO YOU. AS A COMPANY OF FANATIC GAMERS, WE LOVE THE IDEA OF GAMERS ALL OVER THE WORLD TAPPING INTO CYBERSPACE TO SEE, TOUCH AND FEEL OUR LATEST GAMES. TO MAKE IT WORK, OUR GOAL IS TO KEEP THIS SITE FRESH AND NEW, TO MAKE IT A PLACE WHERE YOU CAN TELL US WHAT YOU LIKE ABOUT OUR GAME AND WHAT YOU DON'T LIKE ABOUT THEM! ENJOY YOUR VISIT TO OUR WEB SITE, EXPLORE ALL THE DIFFERENT AREAS WE HAVE TO OFFER, AND COME BACK SOON. KEEP CHECKING US OUT AS WE INTRODUCE NEW AND EXCITING AREAS FOR YOU TO EXPERIENCE. ONCE AGAIN, WELCOME!

BRIAN FARGO

TO FIND US
WWW.INTERPLAY.COM

S Y S T E M R E Q U I R E M E N T S

REQUIRED	RECOMMENDED
PENTIUM II (R) 233MHZ OR FASTER WINDOWS 95/98@ 8MB DIRECT X 7.0™ COMPATIBLE 3D ACCELERATOR CARD (SUPPORTS MOST MAJOR D3D OR GLIDE CARDS) - TESTED HARDWARE - VOODOO2, VOODOO3, RIVA TNT AND RIVA TNT II 64 MB RAM, 4X CD OR FASTER DIRECT X 7.0™ COMPATIBLE SOUND CARD INPUT: MOUSE & KEYBOARD 600MB HARD DISK SPACE	PENTIUM II (R) 300MHZ OR FASTER WINDOWS 95/98@ 16MB DIRECT X 7.0™ COMPATIBLE 3D ACCELERATOR CARD (SUPPORTS MOST MAJOR D3D OR GLIDE CARDS) - TESTED HARDWARE - VOODOO2, VOODOO3, RIVA TNT AND RIVA TNT II 64 MB RAM, 8X CD OR FASTER DIRECT X 7.0™ COMPATIBLE SOUND CARD INPUT: MOUSE & KEYBOARD



SEX, RELIGION, POSSESSION, DEATH.

Messiah © 1999 Shiny Entertainment, Inc. All rights reserved. The Shiny logo is a trademark of Shiny Entertainment, Inc. All rights reserved. Messiah, Interplay, and the Interplay logos are trademarks of Interplay Entertainment Corp. All rights reserved. Distributed by Virgin Interactive Entertainment (Europe) Ltd. Virgin is a registered trademark of Virgin Enterprises Limited.

MN-W95-860-E