TOMB RAIDER
THE LAST REVELATION

New inventory system
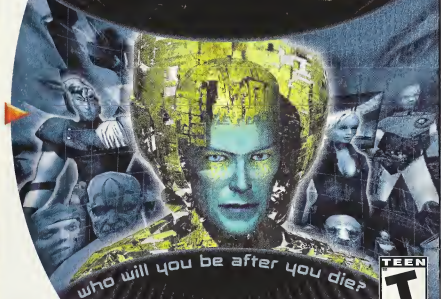
Highly interactive environments

Exclusive graphical enhancements
and sound effects for Sega Dreamcast

TEEN
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ESRB

CORE

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SEGA

omikron
the Nomad Soul

who will you be after you die?

TEEN
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CONTENT RATED BY
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WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had such a seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dust on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.
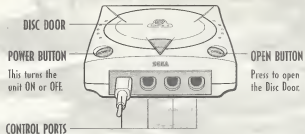
SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

contents

SEGA DREAMCAST™

DISC DOOR

POWER BUTTON
This turns the unit ON or OFF.

OPEN BUTTON
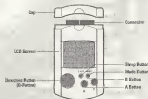Press to open the Disc Door

CONTROL PORTS
Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. Omikron: the Nomad Soul uses Control Port A.

VISUAL MEMORY UNIT (VMU)

To save game settings and results and to continue play on previously saved games, insert a Visual Memory Unit (VMU) into slot 1 of the controller BEFORE turning on the Sega Dreamcast.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.
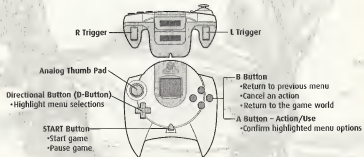

Clip

Connector

LCD Screen

Sleep Button

Mode Button

B Button

Directional Button (D-Button)

A Button

GETTING STARTED

Make sure all equipment is connected as shown in your Sega Dreamcast technical instructions. Connect your Sega Dreamcast controller into Control Port A. Press the Open Button and insert the Omikron: The Nomad Soul disc. Close the Disc Door. Press the Power Button and Omikron: The Nomad Soul will begin to load.

After the initial animation sequence you will see the Title screen. Press START on your controller to enter the game. You will be taken to the Main Menu (turn to page 5).

MENU CONTROLS

R Trigger

L Trigger

Analog Thumb Pad

Directional Button (D-Button)
• Highlight menu selections

START Button
• Start game
• Pause game

B Button
• Return to previous menu
• Cancel an action
• Return to the game world

A Button - Action/Use
• Confirm highlighted menu options

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

To return to the title screen during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

2   3

introduction

I have many things to tell you, and very little time. My ... my name is Kay'l, I come from a universe parallel to yours. My world needs your help, you're the only one who can save us. I succeeded in opening a breach between my world and yours. Through your game console, you can enter our world and help us. But in order to do this, you must transfer your soul into my body.

Do you accept? Press the A Button to say yes, but hurry: there isn't much time.

I knew I could count on you. Now you must concentrate.

You've done it. Now your soul occupies my body. This is the last time that we'll be able to speak together. Once you've crossed the breach, you'll be on your own. I will take over my body when you leave the game, and hold your place for you until you return.

That's it. You're ready. But remember, once you've crossed the breach, you're on your own.

There's no saving and going back if you get into trouble. You are entering a real world. If you make mistakes, you'll just have to accept the consequences.

Now listen carefully. To begin your investigation, go first to my apartment. There's no more time to talk, you must cross the breach before it closes. Oh, and one more thing: be careful with my body, it's the only one I've got.

The main menu

NEW GAME

Start a new game of Omikron: The Nomad Soul. You will be taken to the game introduction sequence.

LOAD GAME

Select this option to open the Load Game Menu. This will reveal a list of previously saved games (if appropriate). Highlight the name of the saved game you want to load and press the A Button to select it. Omikron: The Nomad Soul will load the saved game at the previously saved point.

While the game is loading, never turn the power off or remove the VMU from the controller port.

OPTIONS

This features a range of options to set up the game to suit your style of play.

AUDIO OPTIONS

Audio options give you control over all the audio elements of the game.

Dialogue Volume	Press the D-Button →/← to adjust the slider for character speech volume.
Ambient Volume	Press the D-Button →/← to adjust the slider for background sound volume.
SFX	Press the D-Button →/← to adjust the slider for all sound effects volume.
Sound Output	Press the D-Button →/← to select Mono or Stereo sound output (if applicable to your system).

GAME OPTIONS

Game options allow you to set in-game options and difficulty levels.

Fight Difficulty Select a level of difficulty for the fight action sections of the game, from Easy, Medium or Hard.

Shoot Difficulty Select a level of difficulty for the shooting action section of the game, from Easy, Medium or Hard.

Fight Camera Select a camera view that you prefer during the fight sequences from Side or Back View.

Side View

Back View

CONTROL OPTIONS

All control settings in Omikron: The Nomad Soul are fully customizable. By selecting the Control option you will be able to redefine all controls used. Highlight a control and press the A Button to select it for redefining. Then, using your controller, press the new button you want to use. Press the B Button to cancel.

Following is a list of default controls for playing Omikron: The Nomad Soul:

Adventure Controls

Forward/Backward	D-Button ↑/↓
Turn Left/Right	D-Button →/←
Action/Use	A Button
Cancel Action/Jump	B Button
First Person View	X Button
Open Sneak	Y Button
Half Turn	Hold Left Trigger and press D-Button back
Run	Right Trigger

Swim Controls

Forward/Backward	D-Button ↑/↓
Turn Left/Right	D-Button →/←
Action/Use	A Button
Dive	B Button
Crawl	Right Trigger

Shoot Controls

Forward/Backward	D-Button ↑/↓
Turn Left/Right	D-Button →/←
Action/Use	A Button
Jump	B Button
Fire	X Button
Weapon	Y Button
Strafe Right/Left	Right Trigger/Left Trigger

Note: Use the Analog Thumb Pad to aim your weapon.

Fight Controls

Jump	D-Button ↑
Crouch	D-Button ↓
Forward/Backward	D-Button →/←
Kick 1	A Button
Kick 2	B Button
Punch 1	X Button
Punch 2	Y Button
Strafe Right/Left	Right Trigger/Left Trigger

PAUSE OR QUIT

To pause or quit the game at any time, press START on the controller. You will be shown a menu that allows you to Resume or Quit the game.

playing the game

You've loaded the game, set up your options, watched the introduction and now you're eager to get on with the game – what else do you need to know? Omikron: The Nomad Soul is a game where you will discover many things; so, in this manual, you will be told nothing about the story or how to succeed in the game. It will only give you essential information that you will need to enjoy the game fully.

BASICS

THE 3D WORLD OF OMIKRON

You control a character who is exploring a vast 3D world. Neither you nor the character knows anything about this world, so everything is there to be discovered. There are messages to be read, objects to be picked up, other characters to talk to, and items to be bought. There is no end to the things you can do in this game but its up to you to structure your actions in such a way as to help you through the adventure. Don't worry that you might get lost in this vast world – there are several devices that will easily bring you back on track.

ACTION SEQUENCES

Omikron: The Nomad Soul is not just an adventure game. It also features unarmed fighting (in side-on or back view), with all the excitement of discovering secret moves, punches, kicks, etc.; armed combat (in first person view), featuring a variety of deadly enemies, weapons, ammo, maneuvers, etc.; and swimming sequences – sometimes it will be necessary for your character to get into the water and swim to other parts of the world. All these action sequences have their own fully customizable button controls.

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for button controls, see the list on pages 6-7. Note that in the Adventure controls, the B Button will make the character jump when moving around the 3D world, but it will also cancel an action. For example, if a character is holding an object (picked up using the A Button) and you want to return it, press the B Button.

CONVERSATIONS

You will not make any progress in the game without talking to other characters. They will give you valuable information (good or bad) that you may be able to use later.

To talk to another character, approach him/her and press the A Button. If he/she has anything to say, the screen will change (wide screen) and text will appear below it.

If a character is talking at length and you want to read the subtitles that have yet to appear, you will see two red arrows close to the text. Press the D-Buttons ↑/↓ to view next/previous subtitles.

You will at some point have to respond. If a response is needed then a list of choices may be shown. Read these carefully (then what you say may be crucial), highlight your choice and press the A Button. The character will then act on your response.

If you have already talked to the character and wish to move quickly through conversation sections of the game, you can press the A Button to progress.

ANIMATION SCREENS

Throughout Omikron: The Nomad Soul you will be shown animation sequences of vital information – these animations could be a preview of an action section showing you the area you will have to battle in, etc. In all cases the screen will switch to wide screen mode to let you know that all you have to do is watch the next section.

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SNEAK MODES

There are five SNEAK Modes accessible:
- Your Character
- Calling the Slider
- Inventory (includes Currency, Saving and Map)
- Memory
- Options

YOUR CHARACTER

This is an ID on which character you are in the game (it can change) and on the varying abilities of that character.

- Using the D-Buttons, highlight the top left (blue) icon. The icon will flash when highlighted and a rotating image of your character will appear in the visual display.

- Press the D-Button —→ and you will highlight the Identity box. This will display all character details such as Name, Age, Sex, Blood Type, etc.

- Press the D-Button —→ again and you will highlight the Characteristics box. This will display a range of values for the character:

Energy	A general value for the amount of energy the character has. A low value before a fight or combat, or any form of physical exertion, is not advised. Energy can be topped up using Medikits, food or special Potions.
Attack	The character's unarmed fighting bonus. The higher this value is, the more damage your character will inflict on opponents. This can only be improved by practice.
Fight Experience	A general description of the character's fighting experience. This can be improved by practice.
Body Resistance	The character's ability to resist or defend him/herself against an attack.
Speed	The character's speed in armed combat situations. This can be improved by practice.
Dodge	The character's combat agility. This can be improved by practice.
Mana	The character's ability to cast spells.

Remember that different characters have different abilities. Study these carefully and use them wisely.

THE SLIDER TRANSPORTER

The next icon on your SNEAK is the control for calling the Slider.

You can walk to many destinations in the game world, but to get somewhere fast you will use a Slider. Sliders are individual transportation vehicles on Omikron that will, when summoned, pick you up when you are outside and take you to a pre-designated address.

Calling the Slider

- Use the D-Buttons to highlight the second icon (green) down from the left. This will flash and change the SNEAK Mode to Calling the Slider.

- Press the D-Button —→ to select a location you want to be taken to (such as Kay's Apartment) and press the A Button.

If you are not in a suitable location to be picked up by the Slider, you will be given a message to that effect. If you are by a roadside, your screen view will change to a chase view of the Slider and you will follow it as it makes its way towards you. When it arrives, get close to the door (located near its middle) and press a A Button. The Slider door will open and you will get in. Be careful standing in the road - you might get run over by the traffic! The Slider will drive you to your destination and deposit you as near as possible to the building entrance.
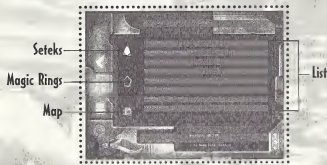
INVENTORY

The next mode on the SNEAK is the Inventory. This is one of the main uses of the SNEAK. Control of Inventory is crucial to success in the game.

Throughout the game there will be objects that can be picked up. To pick up an item, stand near it and press the A Button. Your character will pick it up and a short description will appear on the screen. If you want to keep the object (you think it might be useful later in the game) press the A Button again and it will be transferred to the SNEAK and will then appear in this Inventory section. If you want to drop the object, press the B Button.

Accessing the Inventory

- Use the D-Buttons to highlight the third icon down (brown) on the left. The icon will flash and change the display on the SNEAK to a list of Inventory items.

- Press the D-Button →nce to highlight one of possibly three objects in your possession.

Seteks —

Magic Rings —

Map —

— List

These following items are always with you and can be added to throughout the game:

Seteks	The Setek is the Omikron currency. You won't survive long without money. If you find Seteks during the adventure, they will be added here. When you spend money, the total will be deducted from that shown here.
Magic Rings	The Rings hold two uses - most importantly a Ring enables you to save a game at special saving points. Rings can be found in various locations, but there are a limited number in the game. A Ring can also be used as a means to Buy Advice. (for more information on Magic Rings, see page 21)
Map	The map is accessible only when your character is out on the city streets. Select it with the D-Buttons and press the A Button. You will see a map of the district.

Inventory List

· Press the D-Button → again and you will highlight an object on the Inventory list. The SNEAK holds these objects in molecularly disassembled form.

· Select an object from your Inventory and then press the A Button. The panel at the top of the screen will be highlighted showing USE - USE ON - EXAMINE.

· Press the D-Button → / ← to highlight these options for that object:

Use	Use it immediately (such as a key for an apartment). Press the A Button in the 3D world and it will be used.
Use On	Use it with something else. Select an object, press the A Button, highlight USE ON with the D-Buttons, select another object and press the A Button again. If the combination is impossible you will be told.
Examine	Look at the object (you will usually see the object in rotating form or read any message or text on the object).

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If the Inventory list is longer than the visible screen, press the D-Button ↓ to scroll down. Remember that the B Button will always return you to the previous menu.

The B Button will always return you to the previous menu. You can carry a limited number of objects (18) and must therefore be used in conjunction with the Multiplan Virtual Locker (see the section beginning on page 18).

Always check your Inventory. It will be the default selection when you press the Y Button to open the SNEAK. If you do not have the right item in your possession in certain stages of the game, you will not succeed in your quest!

MEMORY

The next section of the SNEAK is the Memory function.

Throughout the game you will have many conversations with characters, read items in newspapers, see broadcasts, and do other things that are key to your success in the game. You are not expected to remember all this information, or make copious hand-written notes, so that is why the SNEAK has a Memory function.

When your character discovers vital information, the message "Data Memorized" will appear on the screen. This indicates that the information (or at least the key parts of it) is stored in your SNEAK memory mode.

· Highlight the fourth icon (yellow) down from the left. The icon will flash and change the central display on the SNEAK to a list of memorized items or the names of the source of the information.

· Press the D-Button → and (if there is one) you will highlight a memory source (such as a name). At the same time a box will appear on the central display revealing a vital piece of information that has been memorized. If there are many memory items, press the D-Buttons ↑ / ↓ to scroll through them.

· D-Buttons will back you out of the Memory section. The B Button will return you to the 3D world.

OPTIONS

The next SNEAK mode is the Game Options function. If you want to adjust Game Options, now that you are in-game, you can do so from here. The options shown are the same as the Main Menu screen options (see page 5).

· Use the D-Buttons to highlight the fifth icon down (the red one) from the left. This icon will flash and change the display on the SNEAK to the list of Game Options.

· Press the D-Button → to enter the Options section, and press ↑ / ↓ to select from:

Audio Options

Game Options (includes Difficulty Settings)

Controls Options (includes redefining the control settings)

Note: For a full explanation of these options, see pages 5-6.

· Press the D-Button ← to return to the SNEAK menu or press the B Button to return to the 3D world.

You have now explored the SNEAK. As you can see, it has a multitude of uses and will be very useful to you in your adventure.

RETURNING
TO THE 3D GAME

Press the B Button from the SNEAK to return to the 3D world.

The Multiplan Virtual Locker

The SNEAK will only hold a limited number of objects, but the game requires that you have access to a wide range of items. In Omikron these objects can be stored in a virtual locker. Working in conjunction with the Khonsu MK400 SNEAK, the Multiplan Virtual Locker is accessible on many locations in Omikron (Kay's apartment, his office, other characters offices, etc). Essentially it is the means by which you can transfer objects to a safe place and not have to carry everything around with you.

ACCESSING THE MULTIPLAN

Locate a terminal, then stand your character in front of it and press the A Button. This will open the Multiplan Virtual Locker menu. In the center of the screen are the items you are carrying in your SNEAK Inventory. You can scroll up/down this list.
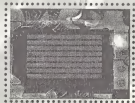
HANDLING ITEMS

TRANSFERRING ITEMS TO THE MULTIPLAN

The top option in the list is the transfer of items to the Multiplan from the SNEAK Inventory.

· Highlight the top right icon. A yellow arrow will flash pointing into the box and the message panel at the top of the screen will read "Transfer to Multiplan."

· Press the A Button (the arrow will stay lit). Now, select one of the objects with the D-Buttons.

· When you have highlighted an item, press the A Button. That item will disappear from the SNEAK list. It has been transferred to the Virtual Locker.

TRANSFERRING ITEMS FROM THE MULTIPLAN

· Highlight the second icon down on the right. A flashing red arrow pointing out from a box will show "Transfer from Multiplan." The central display will show you what is currently in the Virtual Locker.

· Use the D-Buttons to select an item and press the A Button. The item will be moved out of the Multiplan and returned to your SNEAK.

EXAMINING OBJECTS

You can also examine all objects held in the Virtual Locker and in the SNEAK. Highlight the third icon down and press the A Button. Select an item and press the A Button. You will see that object on the screen.

DELETING OBJECTS

You can delete any object from the Multiplan list. Highlight the fourth icon down and press the A Button. Select an item and press the A Button. That item will be deleted permanently. Think twice before you do this!

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It's very important to save the game as often as you can, because you never know what's going to happen to your character just around the next corner. To save a game you need to find any of the permanent Save Advice Points and use Magic Rings.

SAVE/ADVICE POINTS

Throughout the game there are pre-set Save Advice Points indicated by three rotating rings. To save your game, approach the rings and press the A Button. This will open the Save Advice Option screen. This allows you to save the current game and to buy advice about key aspects of the game.

SAVING THE GAME

The VMU will allow you to keep four saved games. If you have used all four slots, you will be asked if you want to overwrite an existing game. Highlight the slot you want to save to and press the A Button. The game will be saved and you will be returned to the 3D world. The save name will depend on which character you are playing, the position, date and time of the save.

GETTING ADVICE

The second option allows you to Buy Advice. A list of characters you have met is shown with details of the key information you should be acting on. Highlight the character you want advice about and you will see a cost in Magic Rings (and a summary of how many Rings you are carrying). If you have sufficient Rings, select Buy (or Cancel).

MAGIC RINGS

As mentioned previously, you may have found a number of special Magic Rings in the adventure that are now in your SNEAK (in a special section along with your Omikron currency and map). Magic Rings can be collected like other objects but will appear in your SNEAK as a rotating object.

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WALKING

You're going to do a lot of footwork in this adventure. You can walk, run, turn while walking or running and strafe left or right, for starters. For a summary of Adventure controls, see page 6.

USING ELEVATORS

This is a vast world where most apartments, offices and buildings have to be accessed via elevators. To change levels in most buildings or to get access to most apartments, simply enter the elevator, select a level and press the A Button. Offices such as the Security Center offer a number of levels that can be accessed. Apartment elevators require keys before they will take you anywhere.

USING SLIDERS

One of the first things you will have to do in the adventure is get to Kay'l's apartment. To do this quickly you will have to use a Slider. Sliders are the personal transportation system on Omikron and are the means by which you will travel around the vast world. To call the Slider and use it, see the information on page 13.

looking around

FIRST PERSON PERSPECTIVE

Omikron: the Nomad Soul will select a view of the adventure for you in cinematic style (long shots, close-ups, high angle, tracking shots, etc). This adds to the film-like quality of the adventure. However, at certain points you may want to know just what it is you are about to walk into, and the default view taken by the game may not be helpful. In such a case:

- Press and hold the X Button to get a first person perspective view through the eyes of your character. You can also move your character's head around left, right, up and down using the appropriate D-Buttons. This view will only work when the character is standing still.

INVESTIGATING

You are required to investigate everything you find – this may take time but you don't want to miss out on any item or information that could be crucial to your success. If there is a cupboard and it's open (or you find a key), why not see what's inside?

- Stand your character in front of the cupboard and press the A Button. The character's hand will touch the cupboard and open it – if it's locked or it's not worth bothering about, your character will tell you.

Inside the cupboard there may be nothing, or there may be several useful objects.

- Stand close to the objects and press the A Button to pick one up. A description will appear.
- If you want to take the item, press the A Button again. If you want to drop it, press the B Button.

Some cupboards have several objects, to pick up all items, repeat the process.

surviving

Your character is on a world he/she knows nothing about. Chances of survival are low unless you come to grips with basics such as eating and drinking, keeping up energy levels and acquiring money.

CHECKING YOUR ENERGY

It's important that you check the energy level of your character. If it is too low, your character cannot perform to the maximum and will probably lose any fights or be adversely affected by any physical exertion. To add energy the character can eat food or take a drink, or use any Medikits or correct Potions picked up during the adventure for an instant boost.

MEDIKITS

Medikits can be found in many locations. Pick them up and put them into your SNEAK as normal and they will be shown on the Inventory list.

To top up your energy level (if you are anticipating a fight), open your SNEAK (press the Y Button), select the Medikit (large or small) and press the A Button. Then select the USE option and press the A Button. Your character will get an energy boost.

EATING AND DRINKING

There are many places in Omikron that provide food and drink to sustain your character – they could be anything from bars to automats to restaurants.

AT THE BAR

If you want a drink in a bar, stand close to a bartender and press the A Button. You will be asked what you want. Select your choice and press the A Button.

VENDING MACHINES

There is a selection of standard food/drink vending machines on Omikron. Stand in front of a machine and press the A Button. You will see a menu screen allowing you to choose Buy, Examine or Quit. Highlight the Buy icon and press the A Button. Select an item (say, a can of beer) from the list and press the A Button to put it into your SNEAK.

AT THE RESTAURANT

Restaurants are similar to vending machines. To drink or eat the item, select the item on the SNEAK and press the A Button. Select the USE option at the top of the screen and press the A Button. Your character will consume the item.

MONEY

Remember that everything has a price (in Seteks) and you cannot buy anything without money. When you buy something the amount will be deducted from your Setek total shown in your SNEAK. Your character will find some Seteks in various locations but there are opportunities to get more money throughout the game (look out for ads or flyers announcing these opportunities). Money will help you buy better weapons (which are readily available but sometimes very expensive) or even advice.

OTHER ACTIONS
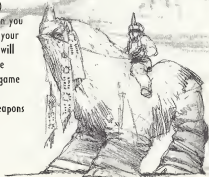
FIGHTING AND COMBAT

You cannot succeed in Omikron: The Nomad Soul without learning how to fight unarmed and with weapons. There are several opportunities to develop your skills in both these types of combat in the early stages of the game. You're advised to take these opportunities when you can - they will build up your experience and sharpen all your fighting skills. Practice and experience of actual combat and various Potions can improve the character statistics shown in the SNEAK.

For a summary of Fight and Shoot controls, see page 7. Note that there are many other special moves involving various combinations of keys for you to discover.

HEALTH BARS

Your Health bar will appear on the left of your screen to show your health in any combat or physical jolt (such as a big jump, fall or accident).

SWIMMING

At various points in the adventure your character will have to swim. You can make him/her swim in the water (crawl or breaststroke), dive and swim underwater. Be aware that, unless you have made special provisions, he/she will use up energy and oxygen and will need to come to the surface to rest and take in more air. For a summary of Swim controls, see page 7.

MANA AND SPELLCASTING

At some point in your adventure you will need to cast spells. Mana (the value in the Characteristics Mode of the SNEAK) is the energy that empowers you to cast spells. You can increase your Mana level by gathering Potions throughout the adventure on Omikron and using them as appropriate.

credits

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"Something In The Air"
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"Survive"
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"Seven"
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"We All Go Through"
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"The Pretty Things Are Going To Hell"
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5. Gondhar', 6. Gondhar Ambient', 7. Iman', 8. Jaunpur',
Casbah Ambient', 9. Jaunpur Casbah', 10. Lage Aban Bar
Ambient', 11. Named Soul', 12. Palace Ambient', 13. Peep
Show', 14. Outdoor', 15. Save Your Soul', 16. Shooting
Gallery', 17. Thrust', 18. Fight Scene One', 19. Fight Scene
Two', 19. Fight Scene Three', 21. Fight Scene Four', 22. Fight
Scene Five', 23. Shooting Scene A', 24. Shooting Scene B',
25. Shooting Scene C', 26. Shooting Scene D', 27. Shooting
Scene E', 28. Pretty Things Are Going To Hell (Easy Listening
Version)', 29. We All Go Through (Easy Listening Version)',
30. The Dreamers (Easy Listening Version)', 31. Thursday's
Child (Easy Listening Version)', 32. Market Place',
33. Asteroids', 34. Room at The Throne'.

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ESRB RATING

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