

Walkthrough based on the Tlon.doc on disk by Ton Nies

01-08-2005 I've got the game on CD but no manual.... Version 1.02 from Midas.

After a * => collect these items

After a # => guideline

Talk to every person until conversation is over or repeated.

There are 4 positions to save your game. Save often or before danger.

If you want to keep old saves : goto Program Files, Tlon, Savegame and store pos 1-4 at desired location.

The main screen on the left shows... Food, Drink, Health

On the upper on the sword-position how many enemy's killed ??
and at last on the bottom a shield witch means ??

THE BASIC STORY LINE

Our story begins in the small village next to a deep forest near a large swamp. You are one of the villagers living everyday your normal dull life. One morning as usual, you are going into the swamp for frog-hunting. Most of the people in the village are very poor and because there are no other animals around, eating frogs is the only way to fill-up their hungry stomachs. But today you have entered into the swamp deeper than usually and you have found a strange horse skeleton and scraps of rusty armour. Suddenly you are reminded of your whole life up to the present...

...Yes, you are the brave knight named Biatec and your task is to find out more about the mysterious Symbol of creation which is somehow tied up with the destruction of the whole ancient realm of Tlön. Your journey began a long time ago. During a miserable way you had lost your path and entered into this stinking swamp. Your horse was drowned in the mud and after an attack by a strange monster you fell, cracking your head on a large rock. When you woke up, you were in the same village, which is now behind you and you lost your memory. But now your memory is back at last and you must complete your important mission...

THE DETAILED STORY LINE

Our main hero - Biatec, lives in the small, very poor village next to a deep forest near a large swamp, where also our story begins. The villagers are so poor that they must eat frogs, snails and other slimy creatures from the marsh to fill-up their hungry stomachs. One day Biatec enters the swamp

deeper than usually and he finds a horse skeleton, scraps of rusty armour and one part of some strange symbol. These things - his former belongings - make him remember all, and so he finds out that he was not born in this village at the end of world, and that there are much more important and exciting things to do than frog-hunting.

He decides to leave the village to find out more about his past, but this is not so easy as it may look. His trek could be very long and dangerous, then he must first manage to acquire some food, water and also some basic weapon. All these things are within the village, some in Biatic's hole, some in the house of Biatic's neighbour - Yolla and Biatic must first get rid of her to enter her house. Also the water reservoir is well guarded, and the deep forest without water can be risky. Biatic tells everybody that he has found the treasure in the swamp and naïve inhabitants of the village run into the marsh as quickly as they can. Now Biatic can get all the needed equipment without problems and soon after leaves the village and enters the forest.

*** leather bag, knife, dirty rag, sword, part of the Symbol,
2 dried frogs, bread, picked snails, 2 sticks.**

do not click the hollow tree in the swamp

click on the stick (left up/right down) and scroll until the leather bag is in sight, click on faucet, click on leather bag and again on faucet. You now have water.

At the beginning of the forest he finds the first real danger in the shape of a tentacled tree which attacks him when he tries to pick up the **shoulder-bag** lying on the ground.

make sure you put on your sword before pickup the bag

battlemoves : rightclick & back ==> retreat

& up ==> hacking

& diag ==> smash

& horiz. ==> stab

leftclick ==> step back/forward

arrow keys ==> turn

Fortunately he cuts off easily all its tentacles with the help of the **sword**, which he found in the swamp. Inside the shoulderbag is the **tinderbox**. Several yards further you choose the path to a forsaken castle. The main gate is closed and it seems to him that there is no way to get inside. But when he searches the bushes beside the castle's wall, he finds the gap leading to the secret passage. Unfortunately, the passage leads directly into

a locked cell in the castle's dungeon. But clever Biatec manages to loosen the hinges of the door and he can enter the dungeon hall.

***nail in dark corner**

use nail on every hinge, k(l)icking door.

If he searches the opposite cell, he finds the odd stinking creature, which is eating the remains of a cadaver. Smellog, the scavenger - because that is it, attacks him and Biatec defeats it after a short fight. In the steeple beyond the cell he can find the broadsword - the first better weapon than his old rusty sword.

*** broadsword, gold coins**

Next, if he comes out from the underground to the courtyard, three odd creatures - Glums attack him immediately and he must kill each after one other. Now he is at last alone and safe in the castle, but the main castle's gate is still closed. When Biatec looks through the surroundings, he finds the **barrel** full of gunpowder. Now, the only thing what is needed is push the barrel near to the gate, light the wick and go a little bit aside.

use tinderbox

Shortly after a big explosion Biatec can get out through the smashed gate. Then he continues his way to the den within the tree and inside two strange creatures - Wood Kobolds. The Kobolds ask Biatec for help with the awkward dwarf, who occupies their fruittree. Biatec easily gets rid of the dwarf who is too afraid of his sword, brings **fruit** back to the Kobolds and they tell him how reach the end of the forest as a reward. They tell him also about the strange roaring which goes out from the underground of the old ruined monastery.

*** pickaxe**

*** fruit**

Against the Kobold's warning, Biatec decides to search the vaults of the ruined monastery. As soon as he reaches the ruin, the old vault crashes underneath his feet and he falls down into an underground passage.

watch the loose tile. Select pickaxe from inventory and drop on the tile.

At its end he finds that the next corridor was deliberately walled-up. He breaks the wall with the help of pickaxe grabbed from the dwarf.

select pickaxe from inventory, then click on wall.

Behind the wall is the source of that roaring - Leukront, the undead dragon, which attacks the Biatec without hesitation.

click right on sword and drag right upwards. After a few hits this will take the head of the fierce dragon.

When Biatec after hard combat slaughters the dragon, he can enter the rotunda through the break in the wall. Within the rotunda are several very valuable things, among them a gold chalice and an old book.

*** necklace, chalice (hanging on stone peg), old book.
push bulge on pedestal, revealing puzzle at column,
use peg and get from nothing smoothly to + sign
91834267**

In the manuscript is written a strange story about the Symbol of creation, which once was the cause of destruction of the whole ancient realm of Tlön. The book contains also a warning against the re-assembly of the Symbol. With these items Biatec leaves the underground of the old monastery and returns to the forest.

push button, left lever, right lever.

Biatec manages to set foot on the end of the forest and enters the gorge.

enter ruine by clicking on the entrance, then click on left side of screen to get Biatic start walking. Now he can fight the monster.

*** map**

Sadly, when he comes to its end, he finds that the next way is impossible because there is a deep abyss across the path and the only bridge for miles around is broken. When he returns into the gorge, he finds out, that there leads also some paved path out from the gorge. On its end spreads the dwarves' valley with the entrance to the dwarves' big underground town. Firstly, the dwarves' gatekeeper is not very keen to let Biatec in. But when Biatec shows the gold chalice, the dwarf opens very swiftly (all dwarves are

known as more or less greedy) and introduces Biatec to the dwarves' king. The king immediately recognizes in the chalice the priceless lost chalice of the realm of Tlön, and he is willing to buy it from Biatec at any price. Biatec asks for the repair of the broken bridge. The king agrees and after several hours (all dwarves are known as more or less good builders) Biatec reaches the other side of the abyss crossing the repaired bridge.

Behind the abyss lies the farm and field of Fetor, the peasant. Biatec asks him if there is some village around and gets to know, that not so far away there is a very big human town. After a short conversation the peasant asks Biatec to find out, what is wrong with the miller in the nearby mill, because he does not open up to anybody and Fetor needs flour for baking. Biatec agrees and Fetor leaves, Now Biatec fills the water-bag from the well. Before Biatec goes to the windmill, the peasant recommends him to take a **sharp stake** with him, because he has heard that the vampire could be an issue.

*** sharp stake**

drink max water / fill up waterbag

Biatec approaches the windmill.

cut knot with knife

***garlic (2), box**

Biatec now enters the windmill and after while the miller really turns into a hideous vampire. Biatec due to recommendation stabs the vampire with wooden stake and the vampier disappears.

select sharp stake from inventory, then stab the vampier (battle)

*** white bread**

When Biatec returns to the peasant's house at the farm, the peasant thanks him and gives him **5 gold coins** as a reward. Shortly after, Biatec is already walking directly towards the town of Dunotar.

But he is very quickly stopped by the sentries of the town's gate. He is a suspect, and as such, suspicious persons first are put in the prison, until his innocence will be proven. Fortunately, the soldier who was sent to the farm to check Biatec's identity returns back with good references and Biatec is released. His first steps leads to the armoury, where he buys the two-handed sword and armoury and pays with the gold bracelet which he

has found in the old monastery.

look for the door. The town is quite large. Look at right side.

After this he enters the temple. Although the high priest drives him out, one of the monks speaks to him and recommends him to visit Anticos, the peer. Anticos is actually the founder of the secret society with the goal to find and put together all pieces of the Symbol. Biatec tells him about the warning in the old book, but the peer persuades him to believe, that this was only a lie and that the opposite is true - when the Symbol will be reassembled, people can defeat all those bad monsters. Then, Biatec joins the society and promises to find the remaining parts of the Symbol. Before he leaves the peer's residence, the peer tells him that the second part of the Symbol is in the crypt within the temple. He also gives him **five stone tokens**, which are the key to the magic gates.

*** stone tokens**

Biatec finds the monk in the town and asks for his help, Together (the monk is also a member of that society) they manage to steal the next part of the Symbol from the temple.

*** part of Symbol**

Now Biatec visits the inn and enjoys some refreshment. Before he leaves, Gudrun, the innkeeper gives him one bottle of drink to take away. In front of the inn Biatec speaks to Daira, the loose woman and goes with her to the alley to enjoy also some pleasure after the drink. But he very quickly finds out that this was not a good idea, because he is hit on the head by a heavy bludgeon and robbed of all his belongings. He returns back to the inn and speaks to the Mercenary, who reveals him that the robbers held their meetings in the house of traders. Biatec visits this place and asks the robbers for his belongings.

choose retreat (- sign)

They are willing to sell him all his stuff for 10 gold coins. Biatec has no money on him, but he remembers that there was some trader in the town who was interested in the antiques. He finds him again

visit the inn

and sells him the old book for **10 gold coins**, but before this he tears out the last page of the book with the combinations of the stone tokens for the magic gates. Biatec now returns to the house of traders and buys his belongings back. After successful transaction he walks to seek the first magic gate.

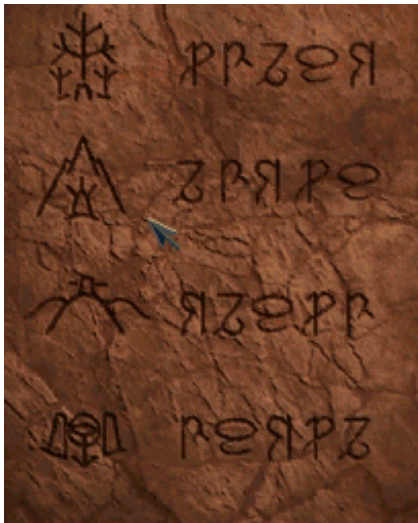
choose valley

Before Biatec enters the magic gate, he must fight the Big pink worm, but with the two-handed sword it is child's play to kill him. Through the magic gate Biatec comfortably reaches the island.

select the panel on the column

record the signs from the last page of the book.

There's an Y on top of the panel - choose combination 1,
exit and pass the gate. This is the Island
No 2 is the sewer with the locked gate
No 3 is your startlocation in the valley
No 4 is the Underworld



Here is waiting for him much more dangerous enemy - Carcharot, inhabitant of the woods, which jumps surprisingly from the tree and attacks our hero.

* 3 speckled mushrooms

After fight Biatec continues deeper to the inland and finds out that a deep

ditch is crossing the path. Luckily, he manages to create the provisional yet fully functional bridge from the broken tree. On the other side he can see some strange underground dwelling. It is the house of the Glew, the gnome who after some hesitation lets Biatec in and offers him a board. After a chat with the gnome Biatec decides go to the shore of the sea, and finds here a big shipwreck. He never saw the ship with such strange paintings on it, then he would like know, what is inside. But when he comes closer, two ghosts attack him. Because of their undead substance, Biatec's sword does not hurt them. After short and hopeless fight wounded Biatec rather decides to retreat. He returns to the gnome's house. The gnome tells him, that he could improve Biatec's sword to be able kill the ghosts, but he needs two rare ingredients to can make a special potion. First of the ingredients - poisonous mushrooms Biatec already picked up under the hollow tree after the fight with Carcharot. For the second one - eyes of the dead man he must go little bit further in the inland, where stands the strange monument with a human corpse underneath it.

*** short knife**

Before he can cut out the eyeballs, he must first defeat Mlch, the cannibal - one of the most hideous monsters Biatec has ever seen.

*** eyeballs**

He returns to the gnome's house. The gnome mixes a potion, Biatec plunges his sword into cauldron with the magic liquid, and he now can go to search the shipwreck again. The eyes of the dead man make Biatec's sword being able to see the invisible ghosts, and now they are defeated without big problems. Biatec searches the under-deck and surprisingly finds a small chest with the third part of the Symbol.

use knife

*** part of the Symbol**

Shortly after he climbs up the cliff and continues in his journey deeper to the inlands.

visit the gnome again and tell/thank him

go back to the monument and cut the poor man loose

From hereone nobody can continue because of an error in

the main program. A supposed exit does not exist and prevents from getting into the next game-location.

After several days/hours of analysing the saves and the presumed changes I just managed to recreate a location *after* the goblin-attack. Storyline continues hereby at the ***** and passes the Goblin-Attack but you have to go back to the hill to capture the **Battleaxe** and of course experience the Kenoper-Attack.

Just several yards behind the strange monument is Biatic attacked by the horde of rough goblin's warriors. Though he fights back very courageously, the superiority is really overwhelming and he is at last stunned and captured. ***** When Biatic wakes up, he finds out that he is tied to the pole at the sacrificial hill to serve for a food to goblin's sacred flying monster - Kenoper. By lucky coincidence, Kenoper during the first attack rips off the ropes and Biatic is free. But he cannot fight back the monster with his bare hands. He looks around and thankfully finds the small crypt within the hill. Inside, sitting on the throne, is buried some great goblin's ruler. What is more important, he holds a heavy **battleaxe** in one hand, which Biatic snatches from him without the slightest hesitation. Now, already well armed, he fights back the Kenoper and slaughters him. Not very far from the sacrificial hill is the black tower and beyond it the entrance to the goblin's cavern. Biatic carelessly enters the cave and he is once more surprised by superiority, disarmed and captured. The warriors bring him to the throne chamber and goblin's ruler, bloody furious for Biatic's deeds, orders Biatic to be thrown into dungeon for later torment.

For Biatic's luck, the sentry of his cell is not very smart. Biatic offers him the booze from the inn and sentry falls down totally drunk. Our hero is now again free, but again without the weapon in the cavern full of the raging goblins. He searches antechamber for the exits, but there are only three and none of them is usable. First leads back to the throne chamber, where is the goblin's ruler. The second one to the guardroom with two goblin's warriors, and third one to the sheer and broken staircase. Now Biatic gets a good

idea. He moves the notice "out of order" from the door with the broken staircase to the door leading into throne chamber. Then, he rings the alarm bell and hides himself within the cell. In next moment, both goblin's warriors run from the guardroom to find out, what is happening. They firstly run towards the door to the throne chamber, to check if everything is all right with their ruler, but they shortly stand still before the notice. Confused the goblins think, that they ran in the opposite direction. They turn back and run directly on the broken staircase, where they fall down and maim themselves. Biatec enters now already empty guard room and in addition to some disgusting goblin's meal he fortunately finds also his **battleaxe**. Now Biatec without the fear enters the throne chamber, where at that very moment the goblin's ruler is beating some young goblin. Biatec kills the tyrant and grateful young goblin tells him about the forbidden room deep in the cave. Biatec defeats the sentry in the rear corridor, finds the forbidden room and unlocks the barred door with the **key**, which he snatched from the dead tyrant. To his great delight, he finds the next magic gate behind the door, and he enters it at once.

On the other side of the magic gate Biatec finds out very quickly, why was the room barred and this particular magic gate forbidden. He is in the world beyond and Sentry of the Underworld is not willing to release him from the place, from where does not exist any return.

lift Symbol

The Sentry now will see you as the beholder because you've got the complete Symbol in your possession and wil not kill you. Biatec persuades him with the promises to swap himself for one special being wanted by the Sentry of the Underworld already for a long time. He does not know very much about this being, but the Sentry tells him, that he cannot miss it, because he has now the whole Symbol on him. Before Biatec definitively leaves the Underworld, the sentry gives him a magic horn, which can call him from any place on the Earth. Biatec returns back to the goblin's cave and finds the next corridor, which leads to the room with iron portal. When he manages to open it, he finds himself in some huge and spectacular pagan temple. In the temple hall he must defend himself against two flying creatures - Vampetors, and after the fight he stands in front of the monstrous statue of some pagan god. Under the statue is a stone obelisk with a round opening exactly in the shape of the Symbol. Biatec gradually inserts all three parts of the Symbol into opening and suddenly, he finds in a panic, that the statue is awaking. The monster introduces himself to the Biatec as Great Transformer and laugh at him for his naïvety. He reveals to

Biatic that the warning in the old book was true and shows him, how the whole Earth will be transformed into the gloomiest place in the universe. Then, sends Biatic to be sacrificed among the first people on his unholy altar. Biatic in the very last moment kicks one of two dark priests, snatches the sacrificial knife from him and manages to kill both priests and gets free.

Now Biatic blows the horn and Sentry of the Underworld attacks the Great Transformer. After the imposing and ruthless combat Sentry of the Underworld eventually vanquishes the Great Transformer (with Biatic's little help, when he withdraws the parts of symbol out of the opening) and takes him for ever to the Underworld.

Note: this description of the story does include only the main - straight storyline and does not include all forks and branches in the storyline.

GENERAL PLAYING MANUAL

WALKING AROUND

To move Biatic around a location, simply place the mouse cursor to the desired area. If the cursor changes into a foot (or the walking feet if the cursor is animated), click the left mouse button and Biatic will walk over to that spot. If the cursor does not change into foot, the area is unreachable. In that case you must find some other area, where the cursor does change into foot.

LEAVING LOCATION

Each visited location may contain any number of possible exits, some obvious, others more cunningly hidden. To find out if some place which looks like an exit from location the exit really is, move the mouse cursor over it. If the cursor changes into the arrow with the name of next location beside, this indicates a real exit. Click left mouse button and Biatic will walk over and leave the current location through the chosen exit. There are two names for each location. The first name indicates only a Biatic's guess - what could be in the next location. The second name appears if the location was already visited and indicates something characteristic for that location.

EXAMINING OBJECTS

As the game progresses, Biatic will encounter various situations where a closer look at some object or a part of either exterior or interior is desirable. To do this, simply place the mouse cursor over the desired thing. If the cursor changes into an eye, the closer examination is possible. In this case just click on the object by left mouse button and Biatic will examine that object.

COLLECTING ITEMS

If you see an item you think Biatic should take, move the mouse cursor over the item. If it is collectable then the cursor will change into a hand. Clicking the left mouse button will instruct our hero to grab the item. Such item automatically appears at the last position in the inventory. Note

that if Biatec is not near enough to the item, he will first walk over to that place.

USING OBJECTS

There are two kinds of usable items in the game - those which can be collected for later use, and those which are not removable from a location but nonetheless are usable. To use an object which Biatec has already collected simply click on any object within the inventory regardless of its position and immediately after this place the cursor on some object within the location - the cursor will change into a hand if the items are usable, and click left mouse button. If you wish Biatec to use an object which can not be picked up, place the mouse cursor over it - if it is usable the cursor will change into a hand. Then click left mouse button on that object and Biatec will attempt to use the object in the appropriate way. Note that if Biatec is not near enough to the item, he will first walk over to that place.

THE INVENTORY

The inventory is a visual display of all items which Biatec is currently holding. Any new item, which will be picked up appears immediately at last position of this inventory.

CONVERSATION

During his adventure Biatec will meet many weird either human or non-human characters - some helpful, some indifferent and a few potentially dangerous. Sometimes they will automatically engage him in the conversation, sometimes you will want Biatec to chat with a particular person. To do this, place the mouse cursor over the desired person. If the person is willing to talk with Biatec, the cursor changes into the mouth and clicking the left mouse button initiates the dialogue. When it is possible, try to drive the flow of conversation in the desired direction by clicking on the one of two different answers.

Note that the range of possible subjects of conversation can be dictated by knowledge already gained by chatting with other characters, witnessing other events, visiting certain locations, finding some specific items or doing some particular actions. Once you have discovered something new, having another chat with a character may give you new topic to talk about. Also some persons firstly not keen to begin a conversation may be other time more willing for such a chat.

FIGHTING

Throughout his journey Biatec will meet also some dangerous monsters and hideous creatures which will very often attack him without asking. In such case Biatec should promptly fight back to survive. To do this, player must first switch from the walk mode to the combat mode by clicking the button with two crossed swords. This button switches to the combat mode, while in the inventory only the usable weapons appear to enable player swiftly choose the proper one and begin an immediate fight with the enemy.

If the player possess only one appropriate weapon, this weapon appears immediately in Biatec's hands.

EATING AND DRINKING

To survive, Biatec should eat and drink during his journey. He can eat any eatable items from the inventory (simply use the object) and drink from the leather water-bag which he can occasionally fill up at some places (water reservoir in the village, well at the farm). There are also several special places (inn, gnome's house) where Biatec can obtain the full board.

THE CONTROL MENU

Provided the player is not in the middle of a conversation or combat, he can access any time the main menu by clicking on the button with M letter on it. From the main menu he can plunge in the other sub-menus to change the game settings or to store the current game position.

ATMOSPHERIC EFFECTS

Dissimilarly as in other graphic adventures, where weather conditions are almost absolutely absent and the background of each individual location is practically still, in the Tlön the opposite is true. The game includes several special atmospheric effect, never seen before in any game of the comparable genre.

RAIN AND STORM - can be seen sometimes anywhere in the village, where the Biatec's journey begins, or also in the town of Dunotar. The rain begins with the light showers, gradually strengthen and ends as the heavy storm.

WIND BEARING THE LEAVES - can be seen within the oak wood by the village. (The floating leaves can be seen also on the surface of the water reservoir).

SMOKE FROM THE CHIMNEYS - can be seen anywhere, where some dwelling with the fireplace can be found, particularly in the village, at the farm and in the town.

In addition to the atmospheric effects there are also some other special effects which include the moving animals in the background.

FROGS - are jumping in the swamp and in some parts of the village by the swamp.

BIRDS - can be seen at many appropriate places including the ruin of monastery, the field, the forest and many others. What is more, the birds are not distributed around by some coincidence, but you can find the proper species at the proper places of the country, e.g. the gulls are flying nearby the shore of sea.

All these special effects have been created with the only aim - to bring environment of the game to the real life as close as possible.

GAME BACKGROUNDS - Backgrounds of all locations were precisely hand-painted in Adobe Photoshop and other graphic editors mainly by airbrush style. There are 91 highly detailed game locations so far, all in 65536 of colours in two graphic resolutions: 640x480-framed or 512x384-full screen (compare e.g. with acclaimed Broken Sword with mere 70 locations only in 256 of colours).

CHARACTERS AND MONSTERS - All characters and monsters were pre-rendered and animated in 3D Studio MAX from very detailed frame models. Each character has its own separate palette of 256 colours. Characters are within the game anti-aliased and darkened (lightened) in real time, if they go into (out of) the shade or fog.

ANIMATED SEQUENCES - Have been made also in 3D Studio MAX and all are in high colour graphic mode - 65536 of colours. Formerly used conception of interlaced animations was cancelled and now they appear in the game in the full quality in the AVI format with highly balanced compression ratio.

SPECIAL ITEMS - There are also several special items within the game (e.g. the old book and some puzzles) which are not restricted only to small icons in the inventory, but can be seen as large animations in closer look as well. These animations were also pre-rendered in 65536 of colours.

MAIN FEATURES

- Interesting, misty fantasy storyline with lots of natural and supernatural beings
- Wide game plan offers about 50 hours of entertaining game play
- Non-linear storyline with a sophisticated multi-layered scenario
- 92 gloomy, spectacular game locations to explore (including 48 exteriors and 44 interiors)
- 50 different humanoid characters to interact with (including 25 communicative characters)
- Massive bestiary of 30 other characters - animals, goblins, supernatural beings, weird beasts and surely the most weird and odious monsters ever seen (including 10 communicative)
- About 50 usable items and up to 35 other objects - functional parts of interior and exterior
- 7 different, fully functional weapons such as a two-handed sword or battleaxe and 3 different clothes and armours
- 30 thrilling, face-to-face real time combats with 18 kinds of absolutely different and very dangerous enemies
- Several brain-teasing logical puzzles
- Impressive extremely realistic graphics of backgrounds, all in High Colour graphics - 65536 of colours
- 20 gorgeous animated in-game sequences also in High Colour graphics at momentous spots of the game
- Two graphic resolutions to choose from - framed 640x480 and full screen 512x384
- Every character modelled through highly detailed pre-rendered 3D graphics with deep sense of distinctive features
- Main character has hundreds of movement phases in 8 directions of gait regarding to the perspective of background
- Real time anti-aliasing of characters and other animated objects
- Digitized music and 300 sound effects (16 bit, 22KHz, Stereo)
- Pentium MMX Processor support
- Tlön is first ideal merger of elements of Role-Playing and Graphic Adventure Games

TECHNICAL DETAILS AND SPECIFICATIONS

- Main core of the program was written in C++ interpreter
- Quick assembler sub-routines were used at most critical spots, where immediate access to the data is needed
- Output is a fully 32-bit machine code running under Windows 95
- Built-in support for the special set of instructions within Pentium MMX Processor, which will be used mainly for real time decompression of the animated video sequences
- Program uses the hardware acceleration of graphic cards with support of DirectX 6
- Communication with other peripherals (keyboard, mouse, sound board) is mediated also through DirectX 6 technology
- Digitized sound effects were sampled in 22050Hz, 16bit, Stereo with the possibility to swap left and right channel
- Program uses an advanced file-storage system (many small files are merged together into one big block of data) which quicken access to the files on CD-ROM
- Graphic part of the program uses highly sophisticated anti-aliasing system, which is applied in the real time to all animated characters and objects
- Several special visual atmospheric effects such as a smoke, burning torches and rain with variable intensity are also based on quick, in-house developed software sub-routines
- Next important visual enhancements are: real time darkening and lightening of the main character when he goes into or out of the shade or fog; real time transparency with changeable intensity of several special characters (ghost) - very impressive effect; changing of the size of main character with regards to the perspective of background