



THE IMMORTALS OF TERRA

A PERRY RHODAN ADVENTURE



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Preface

When I was eleven years old I snatched the first PERRY RHODAN comic from my father's bedside table – and a passion was born, which I still pursue even today. When I was 26 I played my first adventure game. The computer back then was presumably a Pentium 90 with a resolution of 640 x 480 on a red monochrome monitor, but to me it looked absolutely fantastic. Meanwhile, quite some time has passed: the PERRY RHODAN reader from back then first became the author, then the leading author of the series. And, although the computer gamer from back then never really did turn into a hardcore gamer, he remained enthusiastic, particularly towards the adventure genre – and he still enjoys spending days, sometimes even weeks of passionate gaming in front of the screen.

So today, two passions have joined. PERRY RHODAN has become an adventure game – and what a great game it is! Thank goodness that I have had the opportunity to be a part of it. Some authors say true imagery only develops in the mind, in your imagination. And it would be tragic to destroy this imagination, they say, especially if it were the result of modern technology. I, however, say: if that were true, how then could you explain the success of modern media? And to bring a world to life on a computer is in fact an amazingly complex, work-intensive and precise form of imagination. Today, when I insert a DVD into my DVD-drive, an opulent world appears right before my eyes. The world of PERRY RHODAN.

I hope you have you a good time puzzling and discovering.
Yours, Robert Feldhoff



Publisher's Note

WELCOME TO THE IMMORTALS OF TERRA: A PERRY RHODAN ADVENTURE

We are excited that you have decided to purchase this game, which will offer you an exciting and entertaining time over the next few weeks. Dive into a science fiction epic different from anything you have ever seen before, designed with a discerning eye for detail by some of the worlds leading Perry Rhodan experts. In the role of Perry Rhodan, you are out to hunt down Mondra's kidnappers. It is by listening carefully, observing your surroundings, and developing a combination of skills, not by means of armed force, that you will be able to discover the true motives of the kidnappers – and in doing so you will encounter the legacy of a legendary race.

In order to experience the best possible quality we recommend taking a couple of minutes to read through this instruction manual. It will assist you in installing the game and adjusting all the necessary settings for your PC.

In addition, you will also find out everything you need to know about the controls and the basic elements of the game.

We wish you tons of fun and an exciting time with Perry Rhodan!

CONTENTS

Contents	
Preface	1
Publisher's Note	3
System Requirements	5
Installation	6
Getting Started	7
Controls	13
The World of Perry Rhodan	17
Introduction/Walkthrough	29
Trouble-shooting	46
Notes	50
Credits	51



SYSTEM REQUIREMENTS AND INSTALLATION

SYSTEM REQUIREMENTS

In order to play Perry Rhodan, your computer must meet the following requirements:

Minimum

512 MB RAM for Windows XP & Windows 2000 SP3
1024 MB RAM for Windows Vista 32-Bit
ATI Radeon 8500 - 64 MB / Nvidia GeForce 3 - 64 MB, with an up-to-date graphics card driver
1.5 GHz Pentium 4 CPU (or similar)
3.5 GB available hard drive storage space,
DVD-ROM drive, soundcard

Recommended

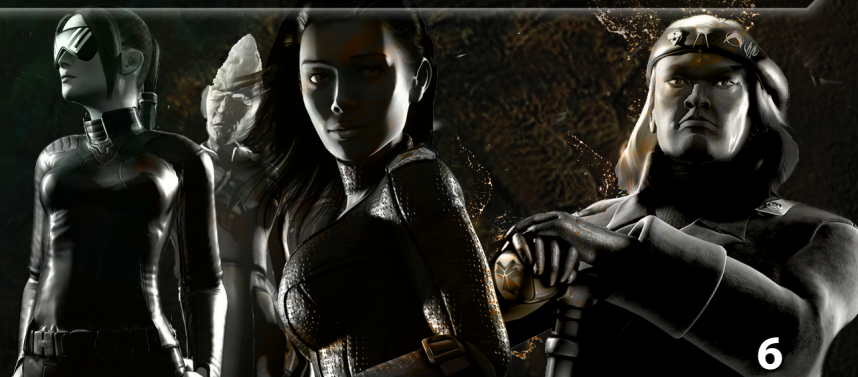
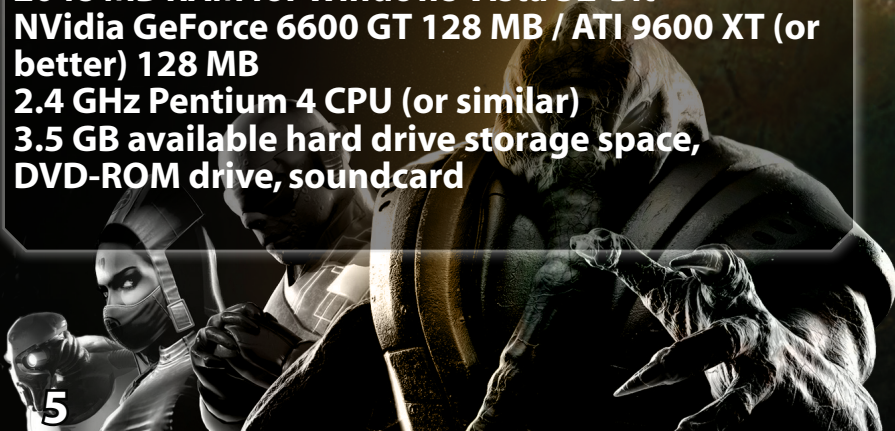
1024 MB RAM for Windows XP & Windows 2000 SP3
2048 MB RAM for Windows Vista 32-Bit
Nvidia GeForce 6600 GT 128 MB / ATI 9600 XT (or better) 128 MB
2.4 GHz Pentium 4 CPU (or similar)
3.5 GB available hard drive storage space,
DVD-ROM drive, soundcard

INSTALLATION

Please close all unnecessary applications on your computer before installing the game. Now insert the "Perry Rhodan" DVD in your DVD drive. Installation will start automatically.

If the installation does not start automatically, you may start it manually by following these steps: Open Windows Explorer and select the icon of your DVD drive. Now double-click on the file Perry Rhodan Setup.exe to start the installation assistant. Following the on-screen instructions in order to conclude the game installation.

After you have installed the game click on the Desktop icon or the Windows Start Menu to start the game. After starting the game the Main Menu will open automatically.



GETTING STARTED

PLAYING THE GAME

Perry Rhodan is a point-and-click adventure that may be controlled simply and intuitively using your PC mouse. There are also several ways to use your PC keyboard. You will find a list of key functions in the chapter "Controls".

MAIN MENU

You can open the Main Menu at any point in the game by pressing the "ESC" key. The only time you cannot open the Main Menu is in dialogue scenes or film sequences. Immediately after the dialogue or the sequence has ended, you may return to the Main Menu again.

LOAD GAME

This is where you can load any of the savegame files you have created.

SAVE GAME

If you would like to save a game, you have three options:

Save Manually

Seven savegame slots are available if you would like to save the game manually.

Save Automatically

After entering a room a savegame file is created automatically.

Quick-save

Save the current game progress quickly by pressing the F5 key.

Press F8 to load this savegame file.

NEW GAME

Start a new game.

SETTINGS

This is where you will find all available settings.

INTRO

This plays the intro-sequence.

CREDITS

A list of all persons involved in the project is displayed.

EXIT GAME

This is where you can exit the game.

SETTINGS

Open the Main Menu by pressing the "ESC" key, then select "Settings". The menu will now open with the following options:

VOLUME

You may use the volume controls to adjust three different audio settings according to your needs. Effects, music and voice-output can be adjusted from quiet to loud.

SELECT SOUND CARD

This is where you can select the soundcard you prefer to use for the game.

PRESETTING

You may choose between low, middle, high and custom. By selecting custom you have the opportunity to adjust the additional settings according to your individual needs. If you are not familiar with your graphics card or your system, test the three pre-settings and select the one that offers the smoothest and fastest gameplay.

LIGHTING

Two options are available for lighting:

None

This option enables simple and self-illuminated texture display.

Pro Pixel

This option enables advanced lighting. To use this setting you require a graphics card as described in the recommended system requirements.



SHADOWS

There are three possibilities available here:

None

This setting turns the shadows off.

Blob

The character is displayed with a circular shadow on the ground.

Shadowmap

This activates high-quality shadows.

To use this setting you require a graphics card as described in the recommended system requirements.

TYPE OF SHADOWMAP

By activating Shadowmap you may adjust the setting in three ways. These settings require the recommended system requirements.

1 Sample – Low quality

4 Samples – Middle quality

16 Samples – High quality (requires high computer performance and a good graphics card)

BACKGROUND CHARACTERS

You will encounter characters that move in the background in numerous in-game scenes and environments. The number of characters displayed can vary between few and many, according to the player's desires. This setting affects the time it takes to load individual rooms.



ANTI-ALIASING

The so-called anti-aliasing describes the "softness" of the pixel edges of the characters. This can be set to very soft or it can be turned off. The effect would be that the character Perry Rhodan, for example, is displayed with a hard and clearly visible edge. The higher you set this value, the higher the performance of your computer will need to be.

Disabled – This turns off anti-aliasing.

MSAA 2x – Low quality

MSAA 4x – Middle quality

MSAA 6x – High quality

(Requires high computer performance and a good graphics card)

TEXTURE SIZE

The levels of detail for texture sizes are divided into three categories:

Low, middle, and high. You may select the suitable setting depending on the storage capacity of your graphics card.

VERTICAL SYNCHRONIZING

By selecting this option you can avoid irregularities in game display, however you will also require a higher system performance for this setting.

CONTROLS

CURSOR/NAVIGATION



Standard Cursor

This cursor allows you to navigate through the various menus or can be used in the game when no other action is available.



Walk Cursor

When this cursor is visible you can point and click at any desired location

and Perry will walk to that location. By double-clicking, you can make Perry run to the desired location.



Speak Cursor

When the cursor has this shape you may speak with a character.



Action Cursor

This cursor shows that interaction with an object is possible. Several options may be available, depending on the object.

You can find objects in your inventory after you've collected them. Certain objects can only be used at certain locations.



Change-room Cursor

When you see this cursor you may left-click to exit the room you are currently in and move to another room. By right-clicking, Perry immediately enters the selected room.

Yellow Walk Cursor

The yellow walk cursor appears when remotely operated objects can be moved.

INVENTORY

When Perry collects items they will appear in the inventory list. Contacts and quests he has recently received are also displayed here. This bar is always positioned at the bottom edge of the screen. You can left-click on an item to use it or to interact with other characters and/or objects.

You may also right-click on an item and a window will open with information on that item. Ask characters about contacts that are displayed in your inventory by dragging the character icons on to the respective character. When Perry talks to other characters you will automatically receive information regarding that character. When you approach someone for the first time, Perry usually only receives general information. After that, you may ask more detailed questions regarding specific items or other characters.

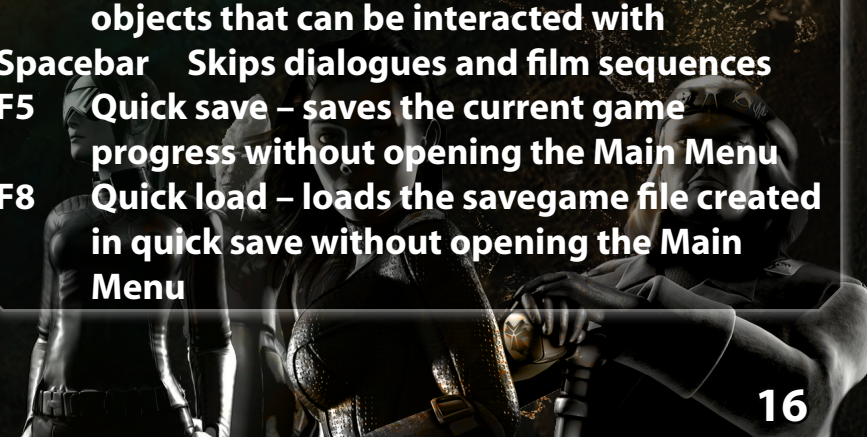
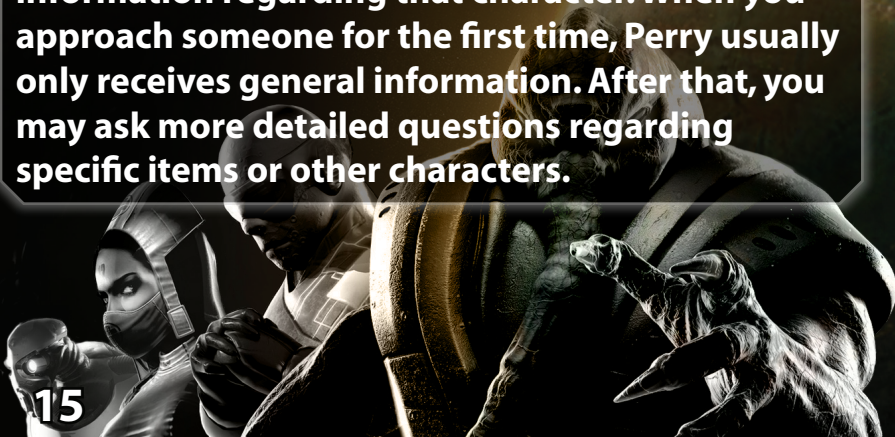
Multifunction Wristband

You will find the multifunction wristband in your inventory bar right from the very beginning of the game. It contains a notebook, in which information and data that may be of importance during the course of Perry's quest is automatically stored. You can open the notebook by left-clicking. A right-click will display information on the wristband.

In addition you can also drag all objects stored in your inventory on to the wristband icon, you will be provided with detailed information on the items.

KEY COMMANDS

- ESC** Opens and closes the Main Menu
- S** Activates the room scanner which displays objects that can be interacted with
- Spacebar** Skips dialogues and film sequences
- F5** Quick save – saves the current game progress without opening the Main Menu
- F8** Quick load – loads the savegame file created in quick save without opening the Main Menu





THE WORLD OF PERRY RHODAN

Perry Rhodan is the hero of a weekly series that has been running since 1961, making it the biggest science fiction epic in the world.

Early in life, Perry received a cell activator which stopped his ageing process. Since then he has been immortal, and has been travelling further and further throughout time and space.

Meanwhile, generations of authors have created a parallel universe in which it is now the year 4934 AD.

In this parallel universe, our galaxy, the Milky Way, is populated by numerous peoples, with old conflicts re-emerging time and time again – and new ones arising. Perry is the Terran Regent – the head of government of the League of Free Terrans, an interstellar league of nations which includes not only the representatives of Earth and a multitude of Terran colonies, but also representatives of dozens of extraterrestrial peoples.

In this adventure game Perry must manage without his omnipotence and powerful allies, and is equipped only with his dry humor and a multifunction wristband.

The center of Terran power has been attacked and Perry's beloved, Mondra Diamond, has been abducted. Reginald Bull, an immortal friend of Perry's and the Residence Minister for League Defense, has taken this opportunity to use his special powers for Perry's protection. He has ordered that Perry is not to leave the Residence, and has imposed a communications blackout. Perry must escape from the Residence secretly and without being recognized if he wants to save Mondra and discover why she was abducted...

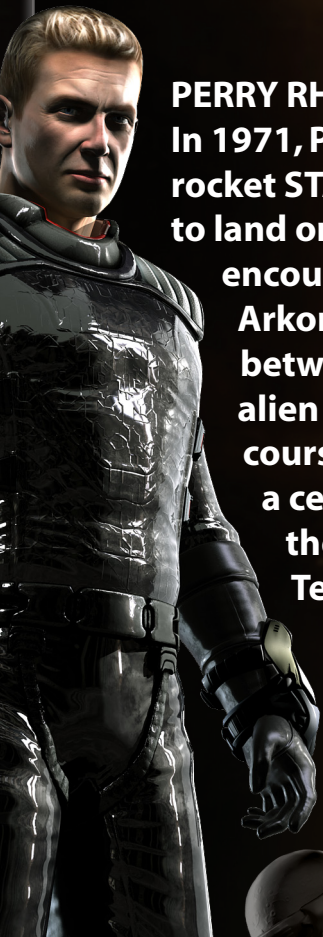
MAIN CHARACTERS

PERRY RHODAN

In 1971, Perry and the crew of the Saturn rocket STARDUST became the first people to land on the moon. There, they encountered a group of stranded Arkonide astronauts. This first contact between mankind and an advanced, alien people effectively changed the course of history: Perry, who, thanks to a cell activator, became immortal at the age of 39, has been guiding the Terrans destiny since that day.

Perry Rhodan's most striking characteristics are his formidable ability to reason, his understanding of cosmic interrelations and his ability to adapt to new circumstances very quickly.

From the very start, Perry's highest priority has been "his" Terrans. Everything else is secondary to his service to the Terran people and his efforts to protect them from harm. Perry is no stranger to self-doubt. Unlike other galactic rulers, he questions his own actions time and time again and is open to criticism.



... HIS FRIENDS

MONDRA DIAMOND

Born Agalija Teekate on Horrikos, Mondra worked as a circus performer when she was young, during which time she adopted the pseudonym Mondra Diamond. After training at the Terran League Service, she met Perry while travelling through space and time on a mission, and their son, Delorian, was conceived. But Delorian was appointed chronicler of the Super Intelligence, IT, and taken from them.

For a long time this loss put a strain on the relationship between Mondra and Perry, but a deep friendship has now developed between them. Mondra acts as a calming influence and an emotional support for the Terran Regent, and enjoys his special confidence. Like Perry, she does not age. The reasons for this are unknown.

REGINALD BULL

Reginald Bull, called Bully by his friends, was one of the first people to land on the moon, with Perry and the crew of the rocket Stardust in 1971. Although the Residence Minister for Defense is short-tempered, he is also a talented organizer and a true friend. Bully is very sociable, however he has an intense dislike for authoritarians and long-haired, bearded people.

Rumor has it that Bully has visited thousands of space saloons and checked out just about every culinary specialty cooked up by the peoples of the Milky Way.

Like Perry, Bully also received a cell activator, which stopped his ageing process when he was 37. This makes him a 3000-year-old man in his mid-thirties.

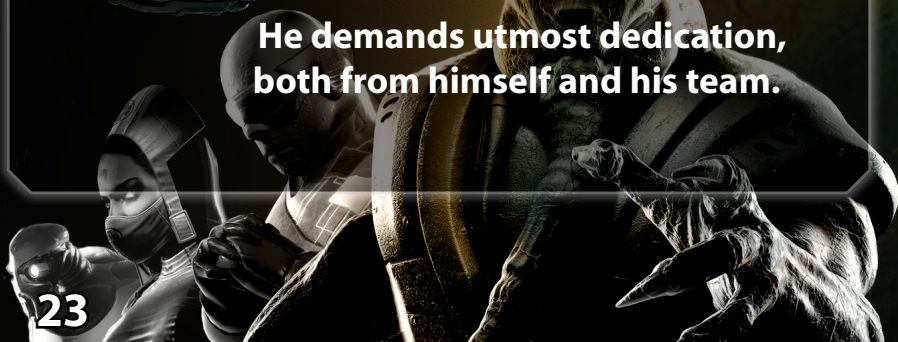


MALCOLM DAELLIAN

Head of the Waringer Academy at the University of Terrania. Daellian lost almost his entire body at the age of 30, when he was involved in an accident in which a reactor exploded. Since then, his brain and the remains of his body have been housed in a regeneration tank – which Daellian refers to as a “coffin”.

After receiving the position of Dean of the Waringer Academy, Daellian has been completely absorbed by his new work, which gives his life fresh purpose. His actions are based primarily on his pragmatic viewpoint, and those around him – particularly his subordinates – describe him as cold, almost inhuman and cynical.

He demands utmost dedication, both from himself and his team.



... AND OTHER PEOPLES OF THE MILKY WAY

ARKONIDES

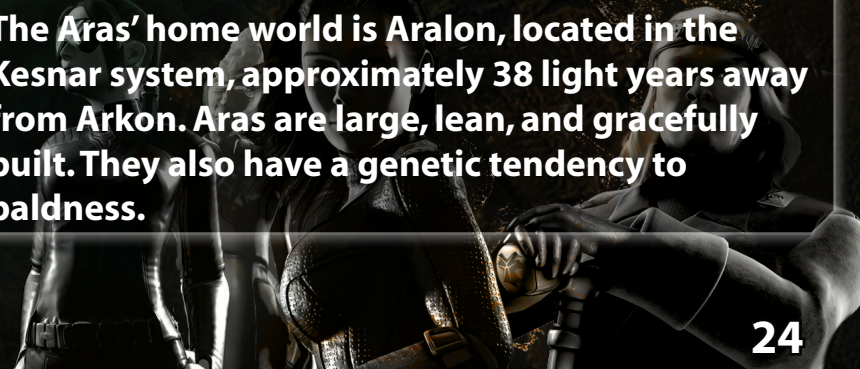
The inhabitants of the planets Arkon I, II, and III, which, as Tiga Ranton, form the center of the Arkonide Empire, are called Arkonides. Only those born on Arkon are accepted as true Arkonides by Arkonide society.

Due to the manipulation of their recorded history, the Arkonides' origins are largely unknown. Arkonides are, without exception, albinos with white hair and red eyes.

The privileged nobility, which provides this people's academic, military and economic elite, is extremely smug and patronizing. Their arrogance is legendary.

ARAS

The Aras' home world is Aralon, located in the Kesnar system, approximately 38 light years away from Arkon. Aras are large, lean, and gracefully built. They also have a genetic tendency to baldness.



They have inherited the red eyes and colorless skin and hair of their ancestors, the Arkonides. Aras are referred to as the galaxy's doctors, and have held the galactic monopoly on the medication and drug trade for millennia.

However, various cases are known in which Aras have caused epidemics in order to be able to sell remedies at high prices.

Although medicine is the most important and acclaimed profession in their society, not all Aras are medics.

BLUES

The name Blues is derived from the blue downy fur that covers these creatures bodies. They call themselves Yulziish and are the predominant people of the galactic Eastside. There are many sub-groups, including the Gatasians, Apasos, Tentras, Pagers, Archimboids, Hanes, Karrs and Legnalers.

Blues skulls are disc-shaped with a diameter of up to 20 inches, which is why they are playfully referred to as plate-heads.

Blues have four eyes, two on the front of their heads, and two on the back. Their mouths are located at their throats, and they use these to communicate in the ultrasonic range. They can also hear and speak in lower frequency ranges, although this requires quite a bit of concentration.

NAATS

Naats are the inhabitants of the desert planet Naat, the fifth planet of the Arkon system. Their environment is characterized by a high level of gravity (2.8 gravos), large variations in temperature and storms of more than 250mph. They are tough and are favored as mercenaries throughout the galaxy. As the inhabitants of a desert planet, Naats require only small amounts of liquid.



Due to their bulky physique and rather sedate pace of everyday life, the haughty Arkonides consider the Naats to be creatures of limited intelligence.

In fact, however, Naats have quick reactions and good instincts. These skills make them ideal bodyguards and mercenaries.

UNITHERS

The most striking characteristic of the human-sized Unithers is a highly flexible trunk. This multifunctional organ not only serves the Unithers as a breathing apparatus, but also serves as an additional tactile and gripping organ for eating and other activities. It therefore requires cleaning several times a day. Over time, this cleansing has developed into a proper ritual.

Unithers are the inhabitants of the aqueous planet Unith. Unatha, Unith's sun, is 10,111 light years distant from Terra. The Unithans are sociable creatures with a strong desire for company and recognition.

SIGANESE

The Siganese are the descendants of Terran colonists on the second planet of Glador's star Siga. Their DNA was heavily altered by the hyper radiation of their sun. An average Siganese is about 4 ½ inches tall, has pastel-green skin, and can live to the age of 250. Ethical values are very important to them, and they are considered polite and loyal, but sometimes also uptight and finicky.

Despite their small size, the Siganese possess great physical strength and are able to see microscopically small structures without aid. They can see infrared and ultraviolet radiation and hear ultrasonic waves. The usually black-haired Siganese are ultra-listeners and ultra-seers.

INFO: You can find more information on the persons and peoples who inhabit the Perryverse on the Internet at www.perry-rhodan.net

INTRODUCTION/WALKTHROUGH

GENERAL NOTE

Generally you should take a good look at all rooms, items, and persons - the room scanner, which you can activate with the "s" key, will help you. In addition, it is important to communicate with other characters you encounter. However, keep in mind what you are currently looking for or what may be of importance. You can talk to all characters about anything you are carrying in your inventory.

INTRO

It is the year 1346 of the New Galactic Era (4934 AD). Almost 3000 years have passed since PERRY RHODAN landed on the moon with the STARDUST rocket and encountered the Arkonide space travellers. This initial contact with a highly developed extraterrestrial people changed the course of history: since that day, Perry, now an immortal thanks to a cell activator, has been guiding the destiny of the Terrans.

However, his musings on an eternal life and his reminiscing on the forgone millennia are interrupted abruptly: an explosion shatters the Solar Residence, center of the Terran force, and MONDRA DIAMOND, Perry's closest friend, is abducted by extraterrestrial battle robots.

However, before Perry finds out about this he encounters the security officer on duty, who tells him that the magnetic field for the defensive shield of the Solar Residence has been partially deactivated. Reginald Bull, also referred to as Bully, Perry's best friend and League Minister for Defense, has ordered a curfew and a total communications blackout on Perry, for the sake of Perry's own protection. But why has Bully taken these steps? And what exactly was this attack about?

WALKTHROUGH**Terrania-Solar Residence****Entrance Hall**

Once the security officer has left, Perry is able to take a look at the magnitude of the damage. The entrance hall to the offices, where he is currently located, is a complete disaster. The doors to Atlan's and Gucky's office are melted and the giant globosphere that formerly adorned the ceiling is shattered. However, the generators outside the windows, responsible for the Residence defensive shields and now severely damaged, seem to have been the actual target of the attack. To make matters worse, Perry is not even able to access his office anymore. The positronics for the doors seem to be malfunctioning and the illuminated door numbers are off, which means the power supply is down, too.

In order to get an idea of what exactly occurred, Perry rushes to the left into the Hall of Fame. Nothing has been damaged here. Ten holo-projectors inform visitors to the Solar Residence of the most important events in Perry's history.

However, Perry has other things on his mind right now. At the end of the Hall of Fame is the Crystal Lounge. This round structure, bathed in light, is named after the singing crystals that Mondra installed there. Their singing is somewhat reserved currently, which is not surprising considering the power failure. This is where you will find the door to Mondra's office, however it is locked, too. Perry uses the transmitter, which is supposed to take him to the surveillance center.

Terrace

To Perry's surprise, however, he lands on the terrace. From here the view is devastating: the magnitude of the damage is massive and soldiers are securing the area. A security officer rushes towards Perry and informs him that nobody may access the terrace until further notice. Thus Perry must leave without having achieved anything.

Perry discovers that Mondra has been abducted by robots of non-Terran origin. As a result of an error in the main positronics, the transmitters can only take him to the station last accessed. Perry grits his teeth and heads back to the Lobby.

In the lobby is another transmitter, which Perry would like to use to reach the Residence Parliament.



Hangar Platform
Instead he lands on the outer platform. The view of Terrania is exhilarating, but Perry thinks it would be better to follow the soldier who just hurried past him. A leakage in the outer hull of the Residence is bad news, and another magnetic field generator for the defensive shields was targeted, more victims of the attack.



Hangar
Unexpectedly, Perry is now standing in a glider hangar. There are two large energy charging stations for gliders, one of which is damaged. A technician is already working on it. Juri, the hangar attendant is here. Perry discovers from Juri that this is the hangar for Mondra's business glider, which is parked there.

This may be Perry's only chance to escape the Residence without anyone noticing. If only it wasn't for that monosyllabic soldier who seems to be trained to follow Bully's commands only. A door leads to a narrow maintenance room.

Maintenance Room

This room contains technical devices necessary for maintenance and repair works on the building. Not exactly a typical situation for Perry, but who's actually afraid of technology? The maintenance terminal on the left side is out of order, again, due to the power failure.

On the other terminal Perry sees a slightly illuminated display. After pushing the "Switch" button a friendly voice announces that the temporary power supply has now been activated.

Now Perry can take a closer look at this terminal: a display shows five indicators, two of which are presumably broken.

There are numbers under the first three: 479 is Atlan's room number, 836 is Gucky's room number, and 936 is Perry's.

However, before leaving Perry takes a look at the maintenance terminal on the opposite side of the room: it is a control panel for the cleaning robots and other maintenance units. Perhaps their services could be of some help to Perry, but unfortunately it cannot be activated and seems to be out of order. Where's a technician when you need one?

Hangar Platform

Perry exits the hangar and sees a bionic who is working on the leakage in the outer hull of the Residence. He is using a pair of thermo goggles in order to see the layers underneath.

Lobby

Perry's efforts in the hangar have finally lead to success: the illuminated displays above the doors are operating again. Bully's door number is 938 and Perry is finally able to access his office.



Perry's Office
Perry does not spend much time in his

"study": A few pieces of memorabilia are stylishly

distributed among an almost Spartan room. Most of the space is taken up by his sensational positronics computer "LAOTSE"

This is where he can access information on everything he is carrying with him, on things he has kept in mind, or on persons he has encountered or heard about. His info-terminal is located to the right. Normally Perry likes to ignore it since it always reminds him of the exasperating daily political business, but today he discovers two messages, which he finds somewhat confusing.

First, there is a message from Mondra, who insists on meeting him to discuss an urgent matter, shortly before her abduction. Second, Perry discovers a message from his military consultant, Aimo Martel. He hasn't heard from him in a long time, however, when trying to contact him, Perry is not successful due to the communications black-out imposed by Bully.

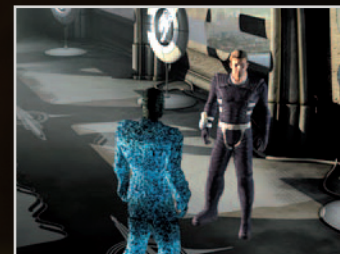
Not finding anything else here that may be helpful, Perry returns to the Maintenance Room.

He can now enter Bully's room number in the terminal on the right. He uses the arrow buttons under the fourth indicator to enter the digits 9, 3, and 8. The respective symbols in the fields on the top can also be gathered from the existing indicators. Now the door to Bully's office should be unlocked as well.

Bully's Office looks more like the hobby room of a model construction fan than the office of the Residence Minister for League Defense. Numerous finished models of spaceships and shuttles stand, lie, and hang throughout the room. Each one bears a name. Bully has travelled in the majority of these shuttles himself. The unfinished model of a Blues shuttle is also among these ships. It is missing the piece with the first part of the ship's name. It only reads "LERCYI". Somehow that sounds familiar to Perry, but at the moment he cannot put his finger on it. Bully's positronics are also in this room, but they are password protected. Perry also discovers a remote control for model spaceships. Something like that can always come in handy...

Perry exits the office and returns to the Hall of Fame to look for new clues.

On arrival, Perry encounters his own holo-avatar, an interactive guide through the Residence.



However, he is relieved to see that it is damaged and hangs up constantly. The power supply for the holo-projectors is working again, but since Perry has experienced all that himself - there is really nothing new they can tell him.

Crystal Lounge

The melody from the singing crystals can be heard at a fair distance and keeps rising to a siren-like crescendo. The reason for this is quickly discovered: a chubby positronics specialist seems to be animating them with his whistling. When Perry approaches him he introduces himself as the technician Perry had called for. Perry briefs him on the situation concerning the damaged maintenance terminal, and the positronics specialist begins working on it, but not without telling Perry that he is not sure it can be repaired at all, due to the fact that the positronics are quite outdated.

Once again, Perry tries his luck with the transmitter and again, he lands on the Terrace. His second visit to the terrace is just as fruitless as his first visit, but at least Perry is able to find out that Mondra defended herself courageously, however, her attackers used Anti-Shield-Capsules in order to break her defensive shield.

Hall of Fame

On his way back to the offices, Perry comes up with an idea. On the right side, in the direction of the offices, the second panel describes the construction of the Solar Residence. Perry hopes to find some useful information and he actually does discover a clue that leads to the Siganese bionic-engineer Ulan Soso, the constructor of the Residence.

Perry's Office

Perry wants to delve into the information he was able to gain on "LAOTSE" immediately, but an incoming holo-call distracts him.

It is Tamira Sakrahan, the First Terran, however the conversation takes a slightly unpleasant turn and Perry is left behind somewhat worried. Only his research on Ulan Soso in the positronics provides results, and Perry loads the code for the Swoon omega-decimal-minuscules onto his wristband positronics.

Perry takes the transmitter in front of the door again.



Hangar Platform

Perry encounters the positronics specialist talking to the bionic here. They seem to be talking about football. But the moment Perry appears the bionic returns to his work and the positronics specialist approaches Perry obligingly. He cannot repair the maintenance terminal. To do so would require an outdated code, which he does not have.

Perhaps the Swoon omega-decimal-minuscules could help him somehow. The positronics specialist now has the information he needs. He enters the maintenance room and attends to the controls. In the conversation with the bionic, Perry notices that he is no longer wearing his thermo goggles. And it turns out that the bionic is willing to lend Perry the goggles for a short time. Perry already knows what he can use the goggles for.

Crystal Lounge

On examining the plastered spot above Mondra's door with the thermo-glasses Perry is actually able to identify her room number hidden underneath: 256.

Maintenance Room

Perry can enter Mondra's room number here under the last remaining indicator. Only the symbols on the top bother him somewhat.

But whatever was helpful to the positronics specialist might be also able to assist Perry, and it is true, the symbols are actually Swoon-omega-decimal-minuscules.

Now the numbers can be translated easily and Mondra's door is now unlocked.

The positronics specialist behind Perry is still working on the maintenance terminal. He has placed his lunchbox behind him and Perry takes it without asking. This positronics specialist really is bad-tempered... Perry runs off; after all, there is no time to waste.

Mondra's Office

All kinds of archaeological objects are lying around here and a few are also on a shelf. Surprisingly, there is a large chest protected by a military defensive shield. It looks like she is keeping something very valuable inside...



However, this section of the room is also protected by Mondra's extremely aggressive carnivorous plant, and Perry is more than happy to avoid its toxic secretion. How does Mondra manage to restrain this beast?

Perry's Office

Perry asks "LAOTSE" right away, hoping to learn more about the carnivorous plant, and in fact, he is able to find out that Suurg-flies are perfect for distracting the plant. Perry could have come up with that himself. After all, Mondra herself had told him that she breeds those critters in the flower pots out on the terrace... but how can Perry access the terrace? Perhaps the maintenance terminal can assist him.

Platform

On his way to the hangar Perry passes the bionic who would like to have his thermo goggles back. Perry returns them to him and the bionic puts them on and continues with his task.

Maintenance Room

The positronics specialist approaches Perry as soon as he enters the room.

So far he has only been able to get the controls for the cleaning robots working again.

Now he is hungry though, and for some reason he is unable to find his lunchbox, which is why he needs to go and get himself something to eat. As soon as he has left the room Perry takes a closer look at the half-repaired maintenance terminal: he can use it to send the cleaning robots into any of the rooms. Without hesitating Perry sends all the cleaning robots out onto the terrace. Where else would he send him?

Now Perry runs back to the transmitter, through the Lobby, the Hall of Fame, and finally reaches the transmitter in the Crystal Lounge.

Terrace

Sure enough, the soldiers are busy chasing the little robots instead of guarding the entrance to the terrace. Now Perry can take a look around as long as they are distracted. At the opposite end is a stairway leading to the upper part of the terrace with an extraordinary view of Terra.

However the overturned furniture and the countless bullet holes painfully remind Perry why he is really here: Mondra has been abducted and he must come up with a way to find her.

The flower pots have been overturned, the flowers destroyed, and the suurg-flies are buzzing around aimlessly. Perry opens the lunchbox in order to catch a few of them, and a friendly voice announces:

“Today’s healthy diet plan offers you an adequate meal consisting of one Soy Light Cheese Burger Sandwich – 17 calories – and a Muhlika Supersoft Tender Bar - Flavor: chocolate - 4 calories – and to round things off we have Liquid Pear-Penton Fruit flavor - 0 calories – Enjoy your meal”

Now it is up to you to find out what other helpful things Perry might discover on the terrace, and whether he will finally manage to escape the Residence without being noticed!

ENJOY PLAYING THE IMMORTALS OF TERRA: A PERRY RHODAN ADVENTURE!

TROUBLE-SHOOTING

In case the game crashes or does not start, we recommend going through the following checklist:

- Does your computer meet the minimum requirements recommended for this game?
- Have you tried to start the game in the “Perry Rhodan Compatibility Mode” from the Start Menu?
- Have you installed the latest graphics card driver for your graphics card? (Available via download from the website of your graphics card manufacturer)
- Have you installed the latest driver for your soundcard?
- Have you applied the latest Perry Rhodan patch? You can check the official website of the game (www.perry-rhodan-game.de) to see if new patches are available.
- Is your computer screen set to 32-Bit color mode?

• If you are using a multi-screen mode, try playing with only one monitor.

• Is your computer hardware acceleration set to "full"? If not, restart the game after you have set acceleration to "full".

You can find this setting:

In Windows XP: Start -> Control Panel-> Display ->Settings -> Advanced -> Troubleshoot

For Windows Vista: Start -> Control Panel -> Appearance and Personalization -> Personalization-> Settings -> Advanced Settings -> Trouble-shooting

Some laptop manufacturers disable OpenGL support in their drivers for Windows Vista.

Please contact the customer service of your laptop manufacturer.

In addition, the mod-tool made available by the community at <http://www.driverheaven.net/modtool> can be used to solve this problem.

Follow the instructions to unpack and install the Catalyst driver on your laptop. This tool was in the beta-phase at the time it was created.

No guarantee can be provided for software from third-party providers.

• If you should continue to experience technical support issues, it is imperative you send us information about your current system so we can assist you with you tech support issue. To obtain our system specifications please follow these steps:

- Go to the START menu at the bottom of the screen
- Select RUN and type DXDIAG and hit Enter
- You will see a program called DirectX Diagnostic Tool come up with the specs for your PC
- Click on the SAVE ALL INFORMATION button and save the file, Dxdiag.txt, to your Desktop

Please attach this file when sending your question to mail@viva-media.com.

• Due to the Nvidia driver problem in Windows XP 64-Bit, anti-aliasing and large textures are not supported. Because of this the screen may flicker or certain fonts may not appear properly.

If this occurs do not use the presetting high or deactivate anti-aliasing. In addition, it may be helpful to reduce the texture size to middle or low.

• Do certain programs (updates, error prompts, firewall prompts) appear while you are playing? Block these pop-ups by changing the respective settings in the individual programs.

If the game crashes a pop-up will appear with the crash report.

You require an email address and an internet connection for an automatic bug-report to be sent. No personal data is transferred during this process.

Bug-reports should be sent to the following address: perry_bugs_us@3d-io.com.

For additional technical support, information, and updates, please visit our website at

www.viva-media.com. If you need help, you can email us at mail@viva-media.com.

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