

The story

GEHEIM !

The year is 2093, and the planet is under control of the Nazi World Order organization. It all started around 1944, during the last Great War. This seemed to be the final stage of the war, the beginning of the end. Unexpectedly for the Allies, Wehrmacht started succeeding in every battle - great or small, on every front, however difficult the circumstances would be. Quickly they reclaimed rulership over territories they had lost and started moving forward - East, West and South - with aggression and force not seen before.

It was hard to believe that it was the German military technique or their leaders' tactical skills that allowed for such decisive victories. People started to talk about final development of the Wunderwaffe. Not many allied soldiers managed to flee from the battlefields to tell what they have seen. The allied reports were unclear and vague.

Nevertheless the world was unable to stop the Fuhrer and his Reich.

In the grim years after the war, the Nazi-ruled world hardly noticed the evil that was being spread. Although the war itself was finished, something very strange was going on.

The story

Constantly increasing number of storms, weather and gravity anomalies, catastrophes and disasters of uncertain origin and great power. All of these strange occurrences were causing as many casualties as the war. Nobody knew what was going on, nobody knew why these things were happening. No one was able to compare this with the situation before the war, for the Nazi Order successfully erased all history... erased the truth.

Jurgen Mortyr, a Nazi officer, was the lead commander of a scientific military program in the Swedish District. He began to notice that there were more and more catastrophes around the great military complexes. He also started noticing a relationship between the secret military areas and the trail of destruction.

After a year of research and investigation, he and his small group of co-workers were sure that it was some kind of "Wunderwaffe" that helped the Nazis win the war. Because of this Wunderwaffe's use, our planet was falling apart. The Nazis had apparently created a Time Machine! Technology not revealed to the general public, used for the first time in 1944 to extract a weapon of great power from the future... and change the destiny of humanity.

Der Kreishauptmann in Thorn
211 149/42. g - III B -

Empf. am 12.9.1942

The story

The decision was made quickly. The choice was between doing nothing at all and waiting for the world to fall apart, or using the Machine to send someone back to 1944 and prevent it's first use.

It was Jurgen's son, Sebastian, who was to go. Perfectly trained, combat and weapon expert, he was the only person Jurgen could trust.

His mission was simple. He would be sent back to the Time Machine's inventor's chamber, at the precise moment he was asleep. Sebastian was to terminate him and destroy his plans. Sebastian would then have to set timed explosives on the machine and flee through the time machine before they detonated.

Unfortunately, something went wrong. No one exactly knows how, but Sebastian appeared somewhere outside the castle, in a small chapel. Alone and unarmed, he was determined to complete his mission. Will he succeed?

GEHEIM !

John Palmer

Warming up

Minimum hardware requirements:

- Windows® 95/98 operating system.
- Pentium® 200 or faster.
- 32 MB RAM or higher.
- 4X CD-ROM or higher.
- 4MB direct3D compatible PCI or AGP graphics card or higher.
- DirectSound compliant 16 bit sound card.
- 100% Windows 95/98 compatible keyboard.
- 100% Microsoft compatible mouse.
- DirectX 6 (included).
- 500MB of free hard drive space.

Recommended hardware requirements:

- Pentium II® 350.
- 64 MB RAM

GEHEIM !

Warming up

Eingegangen am: Juni. 1993
B. Nr. 11149 / 14211B-

Before you start:

Make sure you have all the latest hardware drivers. 3D accelerator and graphic adapter drivers are important! You will find the latest version on hardware producer's websites. Remember that these drivers are constantly updated and new software may require the latest updates.

Before you install Mortyr close all the other applications and programs. You must install Mortyr on your hard drive, it is impossible to play directly from the CD-ROM. To do this just insert the CD-ROM into your CD drive. A setup wizard prompt will appear - just follow the instructions. If the setup program does not start after inserting the CD-ROM, you must manually start it. Click (double click on some systems) "My computer" icon, your CD drive icon, then SETUP.EXE

After the installation finishes go to Start menu, "Programs", "Mortyr" and finally Mortyr icon, that runs the game. That's it.

Warming up

It is recommended that you run the "Settings" program first time after the installation, so you are able to check if detected video and sound systems are the same as you have in your computer. You can also use it to enable/disable some features that may affect the speed of the game. You must have the game CD in you CD-drive when you play.

Many computer games and other programs use Microsoft DirectX - a set of drivers and system add-ons that allows these programs to communicate and control hardware in a faster and more efficient way. Games use DirectX drivers to display graphics, play music and sound effects, control joysticks and network play and so on. If you don't have DirectX installed, the game will not run. If DirectX drivers are not configured properly or they are out of date, you will probably be able to start the game, but it will crash, return to the desktop or just not work properly.

Warming up

You will find the required DirectX version - 6.1 - on Mortyr CD, in the DIRECTX folder. In case of DirectX related problems, run the file that corresponds to your version of windows.

For additional DirectX troubleshooting, visit www.interplay.com/support/directx.

Common problems:

1.Necessity to install latest DirectX and hardware drivers. 3D accelerator drivers are most important. They can be found on hardware producer's Web pages.

2.Virus infection. Either the game will not work properly, or you will get the blue screen with the VXD module error information. Original CD's are checked and do not contain any known viruses.

Kreishauptmann

Robert Rahn 7

SS-Obersturmbannführer

Warming up

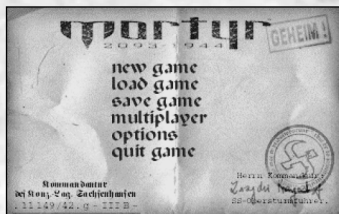
3. Not enough free space on a hard drive. This is required for a swap file - the bigger, the less RAM you have.

4. Incompatible hardware. Some non-Intel processors, for instance, may slow the game down because of different architecture. This depends on system architecture rather than the single component.

5. If you still encounter problems consult the "readme.txt" on the root of the Mortyr CD-ROM.

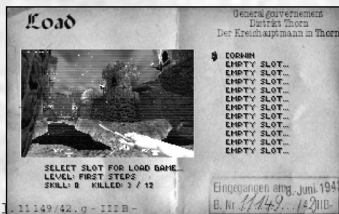
Game menus

Main menu can accessed by pressing the Esc key during play. Use Up/Down arrows to move upwards/ downwards, Enter to accept the choice and Esc to go back.



To start the single player game, choose "New game" from the main menu. You will be prompted to pick the skill level, from easiest to toughest. They differer by the number of enemies, their accuracy, by way they behave and the range the enemies can shoot from.

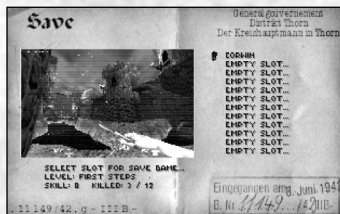
To load the game, pick "Load game" from main menu. An appropriate screen will appear, with the list of saved games. Going to any will show the screenshot from the moment the game was saved, plus some additional info below.



Game menus

To save your game, pick "save game" position from the main menu.

A screen as shown here will appear. You will be able to select the slot to save your game. Moving through occupied slots will show you the screenshot and status of games saved there. Pick an empty slot or previously saved game to be replaced.



To start or join the Multiplayer game, pick the "multiplayer" position from the menu. Network connection screen will appear, prompting you to select a connection you wish to establish or join. The general rule is that one of the players starts the multiplayer server, after that all the others connect to the server to join the game. They must use the same protocol as the server.

The IPX/SPX mode is the most user-friendly. No additional parameters required.

To use TCP/IP protocol, all the players must know the server's IP number and enter it just below the TCP/IP prompt. The IP number is always unique and depends on the area/network/computer you're playing on.

Game menus

To check your IP number, go to Start menu, pick "Run", type "winipcfg.exe" and click OK. The program that appears shows you the IP numbers for your network adapters.

To play on the Internet, select LAN/WAN TCP/IP. You will need to enter the IP address of the server you want to play on in the area below.

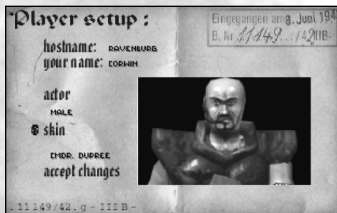
Serial, Modem, and Play on ImOnline Server menu options should not have been included on the multiplayer menu. We apologize for any confusion this may have caused.

If you are an advanced user with a fast internet connection, you can become an online server yourself. You should have at least a dual isdn speed connection and be comfortable editing configuration files before continuing, otherwise you should skip the rest of this paragraph. To be an Internet server, you should run the "server.exe" program in your install directory. When the option window pops up, select "LAN/WAN TCP/IP." The program will then access the "server.std" configuration file located in the Data directory of the install folder. The "server.std" file can be opened and edited easily using a text editor like Notepad. It is a good idea to make a backup copy of this file before making changes in case you make a mistake.

Game menus

After you pick the desired connection type (and typed in additional parameters, when required) press Enter. You will be given the choice to setup the character you will be playing, start a game (server) or join any of the existing servers - the list of detected servers, if any, will appear.

Player setup allows you to name your server (hostname), give yourself a name in the game, pick your sex (male or female) and skin (dressing and painting). The choice of sex or skin does not affect character's abilities.



"Game parameters" window appears when you choose to start a multiplayer game. You will be given the possibility to change some parameters, pick the type of game, and the map.

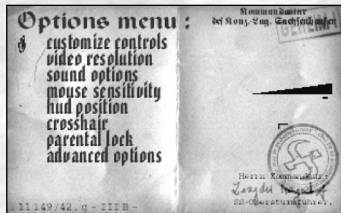
There are three game types: deathmatch where everybody fights everybody, cooperative, where you form a team to



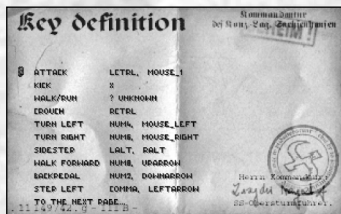
Game menus

accomplish some difficult levels, and capture the flag, where to teams fight for each other's flag.

The options menu, accessible from the main menu, lets you change controls, audio & video options plus some additional features, like mouse sensitivity, display bar (hud) or parental lock.



When you pick "customize controls" in the options menu, the key definition window will appear. It allows you to change your keyboard/mouse functions. Just pick a command, hit Enter and the key you want to execute it.



How to play

Eingegangen am: Juni. 1943
B. Nr. 11149 142011B-

Mortyr is the First Person Perspective game, which means that the world is shown as if from the player's eyes.

Here you have the screenshot from the action. You can see the 3D scenery, the gun you carry (bottom left corner) and a line of icons and numbers in the bottom. The first number (red cross icon) is your health. 100 is maximum, 0 means that you're dead. Next (middle of the screen)



is the amount of ammo you have for the gun you're carrying. The third number, with the icon of body armour, is the amount and quality of the armour you are wearing. The more you have, the less health you will lose when hit. The last, standalone icon shows last picked item. It is the item or weapon you can use. Change this icon with square brackets - [and] - and confirm choice with enter.

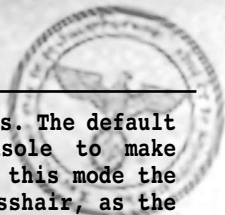
How to play

Default keyboard/mouse settings:

Move forward/back	- arrows up/down.
Step left/right	- arrows left/right.
Turn all the directions	- move mouse.
Look up/down, additional	- A/Z
Turn left/right, additional	- 4, 6-numerical keyboard
Jump/swim up	- mouse right button
Attack/shoot	- mouse left button
Crouch/dive	- CTRL
Weapon select	- keys 1, 2, .. 0
Zoom	- TAB
Change item	- square brackets
Use item	- Enter
Lamp on/of	- L
Infrared on/off	- I
Night vision goggles on/off	- N
Jetpack on/off	- J
Kick	- X
Menu	- Esc
Console	- ~
Credits	- F1
Change status bar position	- F2
Create screenshot	- F11

How to play

GEHEIM !



Note: there are two ways the crosshair works. The default is firm, static. (type aim off in console to make crosshair static, as it is by default). In this mode the bullet may hit a little right from the crosshair, as the bullets do not fly out from the centre of the screen, but from the weapon, held in hand. To see it right, go to console and type aim on. In this mode the crosshair always shows the direct point where the bullet hits, so it is more useful, although the crosshair may wander through screen (observe it moving closer to the wall).

When targeting an object or enemy, the crosshair turns red.

Items and enemies

You will meet many different objects and items playing Mortyr. Some of them are the part of the scenery, some can be pushed, crashed or exploded, some are to be picked up. You collect items - health, armour, weapons, ammo and special equipment - just by walking over them.

Switches, doors and elevators are activated when you get close or step on them. Some elevators work when you get on them, some need a switch pushed in order to work. Special switches need special keys or cards to operate - these you usually collect in guarded places or take from dead officers.

There are medpacks and armor to be found. Medpacks restore your health, while armor is worn and protects your body, decreasing damage you get when shot. The maximum level of health and armor is 100, but even when full, you may collect more of both, to use later. You may carry 100 points of armour and health with you.

Items and enemies

Weapons and ammo to be used in 1944:



Combat knife. Excellent, silent weapon for close combat. Basic equipment. (key: 2)



P-08 Parabellum Pistol, also known as Luger. Basic weapon of Wehrmacht officers. (key: 3)
cal. 9mm, weight 900 g, range 50m,
24 bullets/min, bullet starting speed 320m/s.



Mauser rifle model 98. Deadly, precise weapon used for a longer distances. (key: 4)
cal 7.92mm x 57, weight 4.1 kg,
10-12 shots/min, range: 2,000 m,
precise up to 800m.



MP-40 machine pistol, known as Schmeisser. One of the most famous machine pistols of all times. Fast, but lower accuracy for longer distance. (key: 5)
cal 9mm Parabellum, weight 4.7 kg, range 200m, 350-400 bullets/min, bullet starting speed 320m/s.

Items and enemies



Flame thrower. Uses burning liquid fuel under pressure. Extremely dangerous (key: 9)



5 bullets cal 7.92 x 57, for use with Mauser rifle or MG-42.



50 bullets cal 7.92 x 57, for use with Mauser rifle of MG-42.



32 bullets cal 9mm Parabellum. For use with P-08 pistol or MP-40.



Fuel container. Contains 20 units of fuel for flamethrower.

Items and enemies

1944 opponents:



Alsatian hound. Fast, dangerous, with a perfect sight and smell. Alarms the enemies and bites you.



Sturman (Wehrmacht). Basic enemy. Armed with Mauser rifle, can be a tough opponent, especially in a group.



Scharfuhrer (Wehrmacht). Usually on guard, standing hidden. Armed with MP-40.

Items and enemies



Rottenfuhrer (Panzergrenadier SS). Perfectly trained, armed with MG-42. Deadly! Do not get close!

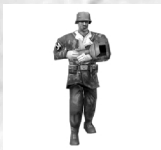


Untersturmfuhrer (SS). Not too dangerous himself, but able to call his soldiers and command them. And don't forget his P-08!



Volksturm Sturman. Armed with M-24 grenades. Better watch your distance. Do not let him fool you with his "Nicht schiessen" and hands held high!

Items and enemies



Sturman Panzergrenadier (SS). Armed with Panzerfaust. His weakness is that he has to get another panzerfaust after every shot, but beware! He seldom has to.



Rottenfuhrer (Panzergrenadier SS) with stationary MG-42. Use extreme caution and a grenade.



The sniper. Mostly in hidden places, using his Mauser rifle with deadly precision.

GEHEIM !

Items and enemies



Hauptsturmfuhrer. Gestapo Officer. He is able to check your papers and raise the alarm, take care! Armed with P-08 pistol.



The nurse. She is not armed, but usually carrying medpacks.

Future weapons and ammo:



LP-93 Laser Pistol. Shoots 5 laser impulses in a row. Battery holds approx. 200 impulses. (key: 5)



SAR. Subautomatic Assault Rifle. Silent weapon, shoots bouncing, exploding bullets. High accuracy. (key: 6)
Cal 7.62mm x 51, weight 2.52 kg, range 1200m, 920 bullets/min.

Items and enemies



Gehenna. An ultimate devastating weapon. Low accuracy. (key: 7)
Cal 20mm, weight 12.6 kg, range 1600m, 1800 bullets/min. Caution! Exploding bullets!



Mind control. Disrupts minds of both the life forms and electronically controlled machines. Makes them attack their own comrades. Very useful. (key: 8)



Plasma launcher. Shoots a plasma bolt that flies slow, but is able to bounce, and explodes with great strength when a life form is hit. (key: 0)



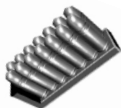
The R-20 battery, containing energy for LP-93 laser pistol. 10 energy cells.

GEHEIM !

Items and enemies



20 cal 7.62mm bullets for Subautomatic Assault Rifle.



40 Gehenna seeds. Exploding bullets, cal 20mm.



5 plasma bolts, for use with Plasma Launcher.



Items and enemies

Future enemies:



Automatic gun turret. Very dangerous.



Heavier version of an automatic gun turret.
Keep your distance!

GEHEIM!



Biocyborg. Improved version of a human
soldier. Faster, stronger and harder to kill.
Uses LP-91, an older version of LP-93.

Items and enemies



Female-based version of a biocyborg.
Even more dangerous.



Heavy Combat Droid. Armed with 4 Gehenna Launchers and a Flame Thrower. Slow, but heavily armoured. His great firepower makes him an extremely dangerous opponent, especially because he is usually with a biocyborg escort.

Miscellaneous objects:



Biohelmet, to protect from dangerous environments, like acid, toxic waste etc.



Light. Useful in the dark.

Kreishauptmann

SS-Obersturmbannführer



Items and enemies

GEHEIM !



Medpack. 25 points of health.



Medpack. 5 points of health.



Blue armour. 50 units.



Red armour. 75 units.



Helmet. 5 units of armour.

Items and enemies



The key. Used to open locked doors, usually carried by officers. Three kinds: golden, silver and blue. In the future replaced by access cards.



Infrared helmet. Useful when fighting in the darkness, for you will see each enemy as the bright red shape.

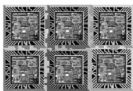


Night vision goggles. Useful in the darkness - you will see everything light green.



False documents. You'll be mistaken for a Nazi, when using them. Usually carried by officers.

Items and enemies



Quantum Receptor. Divided into 6 pieces scattered around the castle. Vital part for the Time Machine to run.



The siren. Calls soldiers, raising the alarm. Destroy it fast!



Personel jetpack. Lets you fly.

Game creators

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Wanda, Zbigniew and Tomek Piotrowicz, Zbigniew & Marcin Ziemka, The Flying Bridge, Rafal Sobolewski.

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Becky Walker, for moral support and guidance (including on the sleep and slim diet). Herr Dam, "HD interactive Kupper Hallo", Bacom, Gert, Rob... and of course His Royal Highness Martijn Draaisma.

Technical Support



TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Productions Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at www.interplay.com/support/

Here you will find troubleshooting information on as well as information on regular system maintenance and performance.

DirectX	www.interplay.com/support/directx/
Joysticks	www.interplay.com/support/joystick/
Modems and Networks	www.interplay.com/support/modem/

(For game-specific information and additional troubleshooting, visit our main page at www.interplay.com)

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions:

www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game
- Computer manufacturer
- Operating system (Windows 95, DOS 6.22, etc.)
- CPU type and speed in MHz
- Amount of RAM
- Sound card type and settings (address, IRQ, DMA)

Technical Support

Eingegangen am 8. Juni 1993
B. Nr. 11449/142118

- Video card
- CD-ROM
- Mouse driver and version
- Joystick and game card (if any)
- A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive
- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5: 45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

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