



THE
TOOTH

REBELLION™

INSTRUCTION MANUAL



CONTENTS.....

TUTORIAL	1
INSTALLATION GUIDE	9
THE FIRST THING: WATCHING THE HISTORY	9
TIPS FOR JUMPING IN THE DEEP END	9
THE NEW ONES	10
GAME CONCEPTS	11
The Goal of the Rebellion	11
Tone Pools, Flow and Nodes	11
Worker Floaters	12
Types of Tone	12
Basic Floater Structures	12
Trained Floaters and Dojos	13
Spell Floaters and Spell Towers	14
The Leviathan	14
Islands and Bridges	15
Glyph Locations and Artifacts	16
Combat and The Realms	16
The Awakened One, the Glyphs, the Seals, and Defeating the Leviathan	17
GAME INTERFACE	18
Start Screen Options	18
New Game Screen	18
The Saved Game Screen	19
The Options Panel	19
The Main Game Window: Island View	20
Panning	20
The Build Interface	20
Main Buttons	21
Realm Display	21
Map of the Current Island	22
The Building Clipboard	22
The Job List and Individual Job Info	23

Tribal Center Interface	24
Building teleportation control	24
Resource storage controls	25
Other Tribal Center buttons	25
Creature Info Display	25
Dojo Interface	25
Spell Tower Interface	27
The Tribal Center buttons	27
View collected artifacts	28
View recovered knowledge	28
Diplomacy options	28
Assist another tribe	29
The End of a Game	29
Scoring	29
Hot keys and other keyboard commands	29
GAMES WITH MULTIPLE PLAYERS	30
Starting a Multiplayer Game	30
The New Game Screen	30
Communication, Diplomacy, and Trading with other Tribes	30
Tone Spreaders in Multiplayer Games	31
When a Tribe is Lost	31
THE TRIBES	31
Tarks	32
Zygons	32
Cepheans	33
Dyla	34
The Spells	35
THE LEVIATHAN	38
The Spawn of the Leviathan	38
The Growths of the Leviathan	41
MYSTICAL LOCATIONS AND ARTIFACTS	42
CREDITS	45
CUSTOMER SERVICE	46

TUTORIAL

Welcome to The Tone Rebellion Universe. Herein, is a brief overview of how to explore this new world. For more in-depth descriptions, please read on. To get yourself started on your voyage, install the game as described in the installation section of the manual.

Before you start, view the history of the game

- ▶ From Win@95, select **Start:Programs:The Tone Rebellion:View History.**
- ▶ Right-click on the window that appears.
- ▶ Select **Properties.**
- ▶ Click on the movie **Size** tab.
- ▶ Click on the **Run Full Screen** box so it is checked, then click on **OK.**
- ▶ Press **Play**

Then begin the game

- ▶ From Win@95, select **Start:Programs:The Tone Rebellion:3. The Tone Rebellion**
or
- ▶ If the screen that appears when you insert the CD is active, start from there.

You will want to pause the game while following this tutorial to give yourself time to read. To pause at any time while playing the game, click on the top edge of the screen to bring down the game options menu:



The Game Options Menu

Click on the open eye to pause.

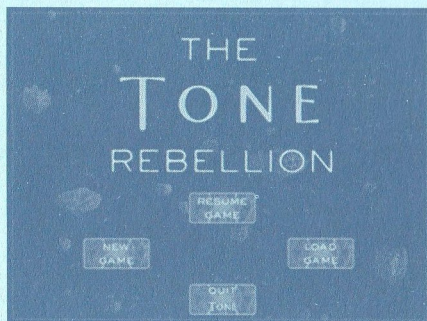


Click on the closed eye to go back to playing the game.



You will need to be able to defend against Leviathan spores while playing through this tutorial. If spores get near your area, especially if they are drifting near your Tone Pool, click the panic button to tell your workers to defend the tribe.

When the crisis is over, remember to click the panic button again to take the workers out of panic mode and allow them to continue with their jobs.



This is the first screen you see after you start The Tone Rebellion and it finishes loading.



Click the new game button.



This screen lets you configure a new game. You can set the difficulty, world size, choose a tribe and start the game from this screen.



Click the Tark tribe button—found toward the left of the screen at the bottom (or click the big red bird shape toward the left of center). This selects the Tarks as the tribe you will play. Some history of the Tark tribe is printed on the screen.

For now, just play with the default settings for difficulty and world size. Try starting with the easiest difficulty level and a world with one ring of islands.



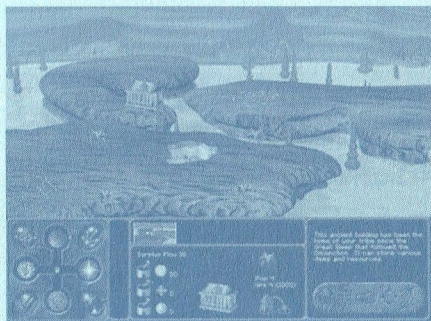
Click the start game arrow at the bottom right of the screen. The game starts when you click the button.



This is the map screen. It shows the known world. Right now, only the home island of the tarks, named Tarzus, is known.



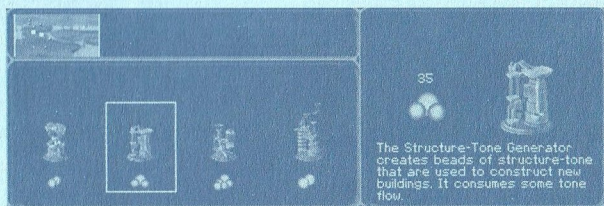
Click on Tarzus. This takes you into the island view. You will see a zoomed in view of Tarzus and the game interface.



This is the island view. This interface displays and controls the entire game, except the world map you just came from.



Click the small blue swirl nearest your Tribal Center. The small blue swirl is a Tone Node, an energized location that can sustain a Floater building. The building you can see on the screen is your Tribal Center.



This is the building selection display and it appears in the interface area at the bottom of the screen when you click on the Tone Node.



Move the mouse over the second building from the left. Information about the Structure Tone Generator comes up to the right. Clicking on the second building starts construction of a Structure Tone Generator.

The Structure Tone Generator allows your tribe to build structures at a reasonable rate. Your tribal center generates Structure Tone at a painfully slow pace, and your tribe needs to train Floaters to fight the spreading Leviathan as soon as they can. Your tribe starts the game with 50 Structure Tone in the tribal Center, which is enough for this job.



The building is finished and starts producing Structure Tone.



Click on another small Tone Node nearby– furthest east (right) is best in this case.

In the building menu at the bottom of the screen, move your mouse over the first building and click on it. This starts construction of a Tone Spreader, which allows you to see more of the island Tarzus

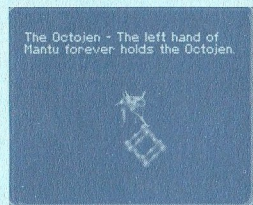
and opens up new Tone Nodes to build upon.



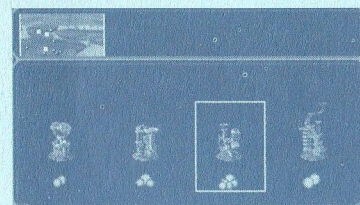
The Tone Spreader is finished. The view of the island expands slightly off the edge of the screen, and you can pan right and left a little by moving the mouse to the leftmost or rightmost edge of the screen. New Tone Nodes become energized and visible as well. In the game this example was taken from, an artifact sits on one of the new Tone Nodes.



Some Tone Nodes may be occupied by artifacts. If you have an artifact on a Tone Node in your game, click on it to select it and get information.



Click the image of the Floater holding the artifact to have the artifact picked up and taken to the Tribal Center for storage. This frees up the Tone Node for building.



Click on another small Tone Node.

In the building menu, click on the third building; the Tone Crystal Grower. Your tribe needs Tone Crystals to train and supply the Floaters in a Dojo. It is the Dojo Floaters that fight the Leviathan directly in the Great Rebellion.



The Tone Crystal Grower is finished and starts growing Tone Crystals.



Click on the landscape, but not a Tone Node. This brings up the Tribal Center display at the bottom of the screen, if it is not already showing.



Click on the middle blue hut symbol, the one next to the Tone Crystal.

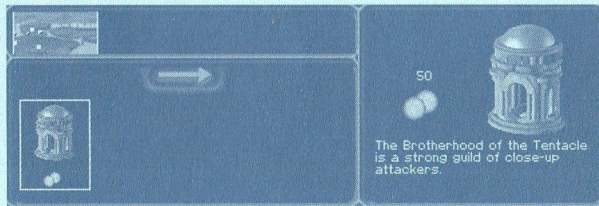
Click it again so that the arrow points into the hut.



This tells your tribe's workers to bring the Tone Crystals to the Tribal Center for storage as they are made. Workers must clear Tone Crystals from the grower as they are made or the grower does not make more.



Click on a medium or large Tone Node. You are able to build more types of buildings on a larger Node.

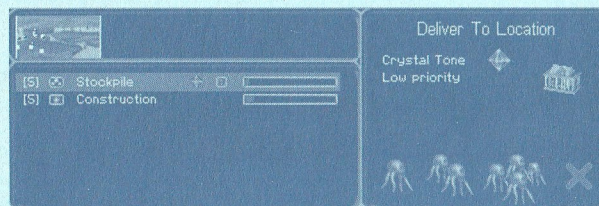


Since there are more building options than can fit in the display, the building interface now has a small right-facing arrow to allow you scroll through all the building choices. Click on the arrow until you find a building named The Brotherhood of the Tentacle. This is the Dojo of the fighters talked about in the New Game screen.

Click on the Brotherhood of the Tentacle Dojo to have your workers build it on the pad you selected.



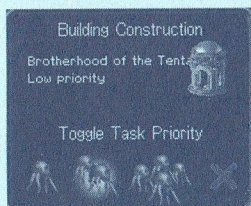
Now that you have a couple of jobs, click on the job list button in the southeast corner of the four glass buttons.



This is the job list interface. It shows the stockpile and construction jobs ordered above.



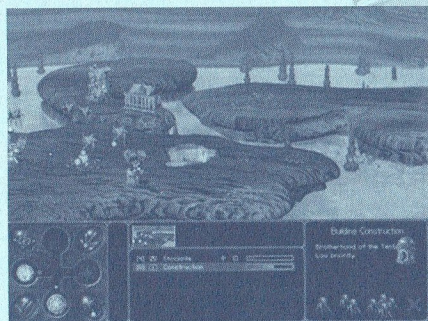
Click on the construction job line.



Information about the job comes up at the right.



Click on the high priority button, the center of the three at the bottom right. The construction job is now printed yellow in the job list. It is higher priority right now than stockpiling Tone Crystals is and more of the tribe will work on it now than the other job.



As the Tark tribe constructs its first Dojo, Leviathan spores drift in from the East.



If you notice spores like these before your tribe has trained Floaters, the workers will have to fight off the spores.



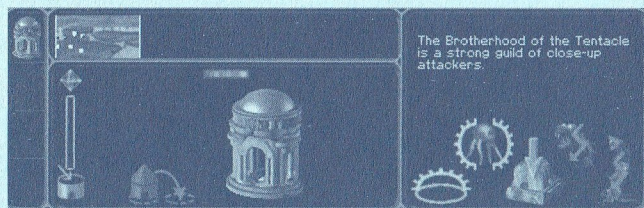
In this case, click the Panic button.



As shown here, the workers of your tribe will attack the spores and quickly destroy them.



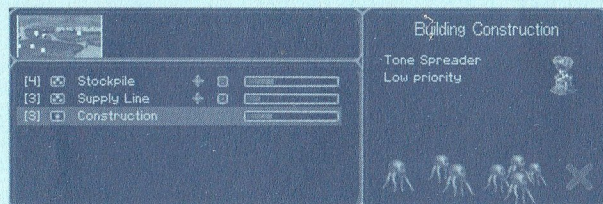
The Tark tribe's first Dojo is complete. Click on it to take a look.



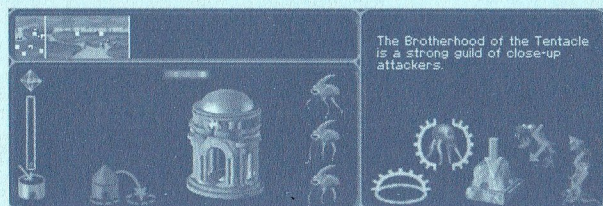
This is the Dojo display. Since the Dojo was just finished, it has not had a chance to recruit or train Floaters yet. It doesn't have any Tone Crystals in storage either, but it is set to collect them.



Click on the job list button again.

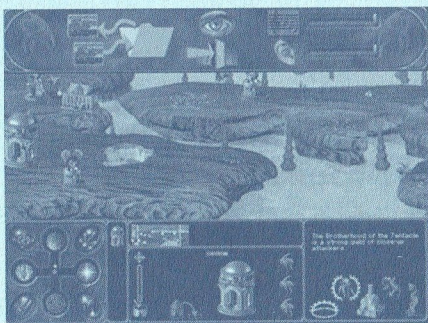


The job list now includes a Supply Line job. This job was automatically created when your Dojo was finished. Floaters will automatically try to keep the Dojo supplied with Tone Crystals unless you turn off the supply line for that building.



Dojos automatically recruit Floaters to train once they have enough Tone Crystals stored. This means that the decision to build a Dojo is a decision to transform three of the tribe's workers into fighters. Once transformed, these new fighters do not do jobs such as stockpiling resources and building structures.

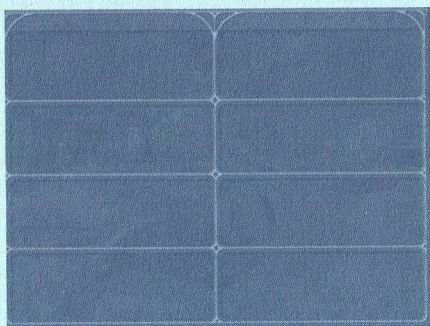
In the picture above, enough Tone Crystal has been gathered and taken to the Dojo by Tark tribe's workers that three of the workers can be trained to become Initiates of the Brotherhood—skilled martial artist capable of taking on the Leviathan.



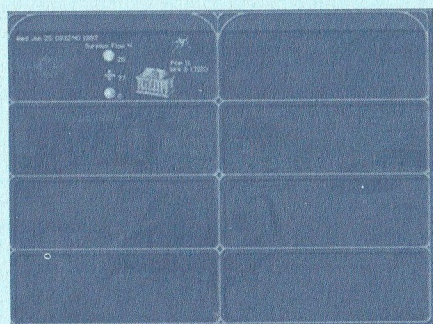
Save the game at this point. Click at the top of the island screen. A menu of game options will slide down from the top.



Click on the save game button.



The save game screen will come up. If you have not saved a game before, the screen is a set of eight empty frames as shown. Click on one of the empty frames.



If you come back to this screen, information about your saved game will appear in the frame you chose.

NOTE: Shortly after this point in the game you will find that you need to know how to place objects that you've collected in certain locations (i.e. bridge keys in bridge apertures and artifacts in mystical locations). To place any object in a location of your choice simply "View Collected Artifacts" from the Tribal Center Interface (lower right), click on the desired artifact or bridge key, and then click on the location to which you would like your selected object to go. Lastly, at one point soon, you will want to learn how to move some of your buildings to new locations. Please see "Building teleportation control" on page 24 for instructions.

INSTALLATION GUIDE.....

The Tone Rebellion CD-ROM includes all the software you need to install:

1. The main application
2. The Microsoft® DirectX™ drivers
3. The Microsoft® ActiveMovie™ Player

Your first step is to insert the CD-ROM into your CD drive. The Tone Rebellion startup window should appear. On most Windows® 95 systems, you will automatically be presented with the installation options. If inserting the CD-ROM does not cause the Tone Rebellion startup window to appear within several seconds, click Start:Run and select "autorun.exe" located in the root directory of your CD-ROM drive (if your CD-ROM drive is D:, type d:autorun.exe in the input box and click OK).

To function properly The Tone Rebellion requires DirectX5. If you do not already have DirectX5 installed, or are unsure about which version you may have installed, choose the option "Install DirectX5" from the startup application. Version checking is performed to ensure that only the latest drivers are installed. You can try to run the game without installing these drivers if you think you already have DirectX5 installed. If the game does not function properly, install the drivers. The DirectX install process will ask you to reboot your machine for the new drivers to take effect. This is normal.

You'll need to install Microsoft ActiveMovie to view the history of the world of Tone. This introduction is important since it explains how Tone evolved to its present state.

THE FIRST THING: WATCHING THE HISTORY.....

After Installing the game (see the **Installation Guide** section above) Microsoft® DirectX™ 5.0, and Microsoft® ActiveMovie®, watch the History of Tone first. It explains a great deal about the game.

- ▶ From Win®95, select Start:Programs:The Tone Rebellion:View History.
- ▶ Right-click on the window that appears.
- ▶ Select Properties.
- ▶ Click on the movie Size tab.
- ▶ Click on the Run Full Screen box so it is checked, then click on OK.
- ▶ Press play

or

- ▶ From Win®95, select Start:Programs:The Tone Rebellion:View History.
- ▶ Right-click on the window that appears.
- ▶ Press play
- ▶ use Alt+Enter to toggle between: full screen 256 color and high color in a 640x480 window

TIPS FOR JUMPING IN THE DEEP END.....

We recommend just starting The Tone Rebellion and playing around without reading the manual. You can't do anything wrong; it's a game. If you get stuck, read some of the manual until your questions are answered, and if you get really stuck, call customer support. Following the Tutorial (page 36) might also help you get the hang of things.

- After the new game screen, click on the little island in space (you'll see it when you start a game) to enter the game.
- The object of the game is to find ancient glyphs on each island and bring them to the center of the world to defeat the Leviathan in its home.
- Hold down the shift key and click with the mouse to go into interface help mode. In this mode, you will get information on most of the interface components that you can move the mouse over.

- To get game options (music and sound volume, save and load game, and pause and exit) click at the top of the screen.
- The usual way to click the mouse buttons, the way most often used in this book, is left-button-click. Right-clicks often have different effects than left-clicks in *The Tone Rebellion*, as noted in this manual.
- Realms have important effects, but are a game subtlety to ignore until you get used to playing the game. The effect of realms is minimal in an easy game.
- Any time you need to look at your Tribal Center display (the home state of the interface), click anywhere on empty terrain to bring the Tribal Center up.
- Until you have trained Floaters, you will have to use the Panic button to tell your workers to defend the tribe. Workers will then attack spores and other intruders.
- Keep spores (the little floating clusters of bubbles) away from your Tone Pool.
- When using Dojo Floater groups to attack or defend, right-click on a target and the group will choose the most likely action to take (see the section on the game interface).
- You get more Floaters with more surplus Tone Flow.
- You get more Tone Flow when you liberate and activate Tone Pools.
- All Floaters use Tone Flow to live, including workers, trained Floaters, and spell Floaters.
- You use Tone Flow when you build Tone Solidifiers, Tone Crystal Growers, Magic Tone Creators, and Tone Spreaders.
- Click on a Tone Node—a blue animated spiral—to choose your first building.
- Build a Tone Solidifier to produce building material.
- Build a Tone Crystal grower to fuel a Dojo.
- Build a Dojo.
- You can't build a Dojo on a small Tone Node (the blue spirals). Click on a larger Node to get the option to build a Dojo.
- When you build a Dojo, it automatically recruits three workers when it has enough Tone Crystals in storage to train them.
- When you build Tone Spreaders, use them sparingly. Try to build them as close to the edge of the Tone Flow (the area of glowing Nodes) as possible. They have longer range than you might think.
- If you have a Dojo and trained Floaters, you can attack your own buildings to get rid of them.
- In order to build up resources in the Tribal Center, click on the little blue huts until the arrows lead inward.
- When you get a bridge key, use it on a bridge soon. You'll usually be able to build new structures or upgrade old ones after you open a bridge.
- Don't worry about artifacts (except for bridge keys) at first. You need them to win the game, but you can progress and learn the game without them.
- Don't worry about Spell Towers and spells until you have Dojos figured out.
- You will need Magic Tone and Structure Tone in your Tribal Center to teleport buildings. So when you think of entering a new island in the near future, build a Magic Tone Creator.

THE NEW ONES.....

Before the Upheaval, the Floaters had a history. One tale from their long past is the story of the New Ones—the banished kin of the Floaters.

At the time of the beginning, the Floaters had no memory, no knowledge of past or future. For a long time they continued in this life, building a civilization that ebbed and flowed with the natural cycles of the Island World.

No one knows when the first of the New Ones were born of Floaters, but these different Floaters eventually came to equal the original Floaters in number. The New Ones were just as powerful as the Floaters, but they had different talents. While the Floaters knew the world in their bones, the New Ones understood cosmic forces as second nature.

The New Ones and the Floaters existed together in one culture, as one people. This was an age of wonders; the New Ones were inclined toward construction, devices, and machines, and they constructed monuments and devices of strange power. The Island was resplendent with temples and shrines, arcane machines and monuments.

The Floaters seemed more comfortable in the company of Floaters. New Ones were, likewise, usually with New Ones. Two cultures formed from the one and drifted apart, in strained existence within the same community.

Then came conflict. Floaters and New Ones fought and struggled across the world. The start of the war was a small fight, starting with a forgotten incident, but it spread quickly across the entire island.

The Floaters were beaten. Many Floaters were lost, returned to the Tone during the war, and the rest were fleeing. In desperation the oldest Floaters combined their arcane powers to call on the forces of their home, the Island World. They succeeded in banishing the New Ones: opening the ground and driving them into the depths, and imprisoning them in the outer reaches of the Four Realms. The New Ones still lived, but they were gone forever from the world of Floaters.

GAME CONCEPTS

The Goal of the Rebellion

Your goal is to guide your tribe of Floaters from their home island, explore the cluster of islands that comprise your world, find the hiding place of the Leviathan, and defeat it.

In a single player game, you need to gather the artifacts that allow you to activate the special island locations and recover the glyph from each island. To defeat the Leviathan, you will have to bring all of these glyphs to Friid, the lair of the Leviathan, and use them there.

In a game with multiple players, you will have to do the same thing, but the other players can recover some of the glyphs. The only condition for successfully finishing the game is that all the glyphs are taken to the Leviathan's world and used. If a player's tribe is overrun by the Leviathan, the glyphs gathered by that player become available again.

Tone Pools, Flow, and Nodes



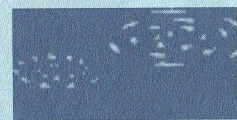
Tone Pools are the sources of Tone Flow, which provides the vital force to everything, including the structures and Floaters of your tribe. Each Pool that your tribe restores to health will add to the tribal Tone Flow. Different tribes can all use the same Tone Pool, and they will each get the full Tone Flow of the Pool.

After your tribe liberates a Tone Pool by removing spawners or growth, you can prime it by spreading Tone over to it. When building Tone Spreaders (described below) you can see the boundary of Tone flow by the Nodes that are lit and the Pools that are primed (the animated Pools that spout Tone).

Tone flow supports Floaters and the operation of some buildings. Each Floater, Tone Spreader, Tone Solidifier, Tone Crystals Grower, and Magic Tone Creator uses one Tone Flow.

Tone Pools also give birth to Floaters. If you lose your last Tone Pool to the Leviathan no new Floaters can be born and the game is over.

The Leviathan builds its creature spawners on Tone Pools as well. The more Tone Pools the Leviathan controls on an island, the more of its creatures and spores will appear.



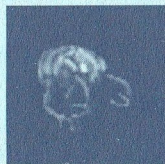
Tone Nodes are places around Tone Pools where Tone flows up from the ground. To maintain enough energy to stay solid, structures in the World of Tone must be built directly on Nodes. These energized locations come in different sizes, and large Nodes are particularly valuable for the size of structure they can support.

The flow lines of Tone are invisible until Tone flow is restored. Tone flows naturally from uninfected Pools to Nodes a small distance away. Floaters use Tone Spreaders to spread the Tone Flow further, lighting up previously invisible Nodes and making new areas livable for Floaters, who must have Tone Flow to exist.

When you enrich the flow of Tone enough, new members of your tribe can be born. Workers are born from free Tone Pools when you have enough unused Tone flow. The larger your population, the larger the surplus you need before another worker is born.

Every Floater comes forth to life as a worker and uses one Tone Flow just by being alive.

Worker Floaters

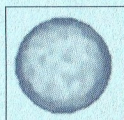


- ▶ carry objects, and move resources (structure Tone, Tone Crystals, and Magic Tone) in order to:
 - build structures,
 - charge Dojos and spell towers so their special Floaters can recharge energy, heal, train, and advance,
 - repair structures, and
 - enlarge structures
- ▶ use keys and artifacts
- ▶ defend against hostile intruders, usually as a last-ditch measure, when the panic button is on (see the section on *Game Interface*)

Workers are the experts on how to get things done. They organize their own efforts on the jobs you give them, rather than your giving specific orders to each Floater. They balance their work according to the importance you assign each job.

Workers will cross the bridges that connect islands to work on jobs you give them, so they will migrate to where the work is.

TYPES OF TONE



Structure Tone

Floaters use these balls of solidified Tone substance to build, upgrade, and repair structures. Structure Tone is a wondrous substance that responds to the collective will of the Floater tribe, holding its form as buildings. Once enough precious Structure Tone is collected, the tribe's workers form a building. Structure Tone also supplies a needed material component when teleporting structures.



Tone Crystals

These are crystallized Tone— the densest, most energetic form of Tone. A Dojo uses crystals to fuel the large amounts of energy the trained Floaters expend in their attacks. They are similarly used in training and healing Floaters in a Dojo. Tone Crystals are also needed, along with Magic Tone, in casting spells.



Magic Tone

These intangible orbs of rarefied Tone are magically charged through an involved alchemical process— each orb is an intricate magical artifact. Magic Tone makes spells possible, and some is used with each spell. It also supplies the magical component needed to teleport structures.

BASIC FLOATER STRUCTURES



Tribal Center

This structure is the oldest of the tribe, their home since the Big Sleep. It grows as your tribe does, and can store more of the three Tone resources as it grows. It provides diplomatic commands and a center for trading with other tribes, stores artifacts, and is the home of the Glyph Stone, the record of the tribe's knowledge and progress.



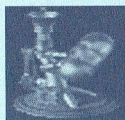
Tone Spreaders

These spread Tone out from the Pools, opening up new areas for exploration and revealing new Tone Nodes. Uses one Tone Flow.



Tone Solidifier

Condenses Tone down into solid spheres of Structure Tone; a very useful substance that responds to the will of the builder. Uses one Tone Flow.



Tone Crystal Grower

Grows crystals of pure Tone that supply concentrated energy to Dojos and spell towers. Uses one Tone Flow.



Magic Tone Creator

A large, magical mechanism that puts Tone through an intricate process of alchemical transformation. Magic Tone gives its arcane power to spells and allows buildings to be teleported from Node to Node. Uses one Tone Flow.

Note: The buildings of your tribe are marked with your tribal symbol, tiny versions of the large glowing symbols in the new game screen. For example, the buildings above were built by the Cepheans.

TRAINED FLOATERS AND DOJOS



- ▶ attack the spawn of the Leviathan
- ▶ attack the growths and machines of the Leviathan
- ▶ defend an area
- ▶ defend a Floater

Trained Floaters are directed through the Dojos, their training buildings. Click on a Dojo, and you can give attack and defend commands to the structure. When you give an order to a Dojo, all the Floaters from that structure carry out the order as a group. You cannot order a single Floater to do something different from its Dojo-mates. Although the Floaters of a Dojo act as a group, they automatically keep themselves charged with Tone on an individual basis.

Right-clicking is useful when operating Dojos. When you have a Dojo selected and right-click on something, the Dojo will take the most likely action with respect to what you click on. In the **Game Interface** section below, see the information about Dojos for a description of right-click orders.

Trained Floaters gain ability with fighting experience. Most professions advance through three levels of mastery. New levels are attainable when the Dojo is enlarged and its training ability is expanded.

Just as each island adds wisdom to your tribe, when you discover enough islands you can improve a Dojo. A new option will appear in the interface display for that Dojo, and by using Structure Tone your workers can upgrade it. When you discover an island, it is wise to check the Dojos (and spell towers—described next) to see if you can

upgrade them.

Once you upgrade a Dojo, the Floaters of that Dojo will train automatically when they have earned enough experience and there are enough Tone Crystals in the Dojo. The workers of the tribe supply the Dojos with Tone Crystals.

When a trained Floater gets low enough on energy or life, it will leave what it is doing and return to its Dojo, as long as the Dojo has any Tone Crystals left. When it has recharged and healed, or used all the Tone in the Dojo, it will return to what it was doing. The Floater will not return to recharge until the Dojo has a supply of Tone Crystals.

SPELL FLOATERS AND SPELL TOWERS



Cast Spells

They are directed through their spell towers the same way Trained Floaters are directed through their Dojos. They have spells instead of attack and defense commands. Each spell does something different and each consumes a different amount of Tone Crystals and Magic Tone. Workers of the tribe keep the spell tower supplied with these resources as long as they have a resource source. See the section on spells, below, for a detailed description of the spells.

Spell Floaters can defend themselves, but you can't order them to attack something as you can a Dojo Floater. When they aren't casting spells, they will stay close to their spell tower, and defend it if hostile creatures threaten.

Spell Floaters can be ordered to a specific location by right-clicking an area when the spell tower is selected.

Spell Floaters and spell towers advance just as Trained Floaters and Dojos do, although the specific requirements are different (see just above, in the *Trained Floaters and Dojos* section).

THE LEVIATHAN



Spores

The Leviathan uses spores to spread its growths, which infect Tone Pools and Nodes.



Broont Swamp



Sasp Furnace



Bestial Orb



Maker Tree

Spawners

When the Leviathan infects a Tone Pool, a Spawner eventually grows from the infected Pool. Spawners are huge, dimly aware growths, formed from the dark side of one of the realms. They spawn physical, supernatural, ethereal, or natural creatures depending on the realm of the spawner.

They all produce spores as well, and attempt to spread the Leviathan everywhere.

Sometimes spawners operate on their own awareness, but other times the Leviathan will direct its attention to an area where Floaters have been active. The spawners in the area are then directed by the calculating intellect of the Leviathan, and act in concert against the Floaters.

Broont Swamp

An enormous dark mass that grows from Tone Pools. It bears spores and Leviathan offspring of the physical realm.

Sasp Furnace

A Giant fire hive that draws energy directly from Tone Pools. It forges powerful supernatural creatures.

Bestial Orb

A Huge tower that uses the power of Tone Pools to summon fierce creatures from the remote corners of the ethereal realm.

Maker Tree

A creature that takes root in Tone Pools, a gargantuan being that gives birth to dangerous beasts of the natural realm.



Leviathan spawn

These creatures, like all others, exist on different realms. Some fight in close, some launch projectiles or arcane energies over a distance. As you get closer to the Leviathan's home, you will see more twisted and powerful creatures being born.



Dangerous Leviathan growths and machines

Many of the Leviathan's growths lash out at nearby creatures, and some fire projectiles or energy bolts over long distances. These growths are all mindlessly territorial and hostile. Like the offspring of the Leviathan, these become more powerful the closer you get to the Leviathan's lair.

ISLANDS AND BRIDGES

At the beginning of the game, the World of Tone consists of islands, large fragments of the original island that was destroyed. These islands are in a stable pattern, with invisible lines of force connecting them.



Bridge aperture

The source of these invisible lines is marked by an opening, as in the picture. These lines of force can be amplified and Floaters can ride them between islands.

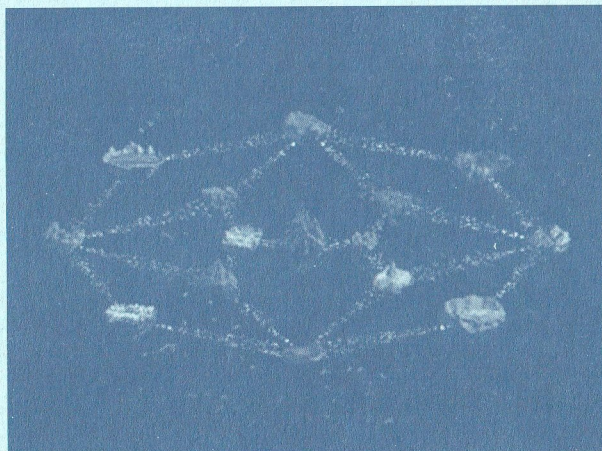


Bridge key

These objects fit in the bridge apertures, and are called bridge keys. They are powerful objects that create bridges between the islands by amplifying inter-island force lines.



When the bridges are opened, they are visible on the islands and in the main map from space.



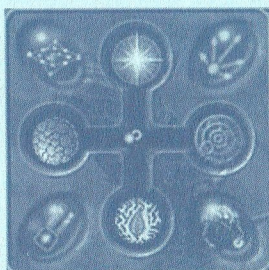
GLYPH LOCATIONS AND ARTIFACTS

The glyphs embody ancient principles of great power. There are fourteen glyphs to gather, fourteen principles to learn before your tribe is ready to finally face the Leviathan.

One of the fourteen glyphs is hidden on each island in the world, except for the home island of the Leviathan. The location of each glyph is unlocked by finding and applying the correct two artifacts in the right area of the island. Each mystical location is different, but they are all places that stand out for one reason or another.

When your tribe activates a glyph location, there is a chance that the tribe will benefit from the power of the mystical place.

COMBAT AND THE REALMS



The struggles between living things are governed by the four realms: the Physical, the Supernatural, the Ethereal, and the Natural. Every creature exists on some realm, and relationships between the realms alter how strong creatures are, relative to each other.

The four realms are something like states of awareness, different levels on which to perceive the world. Most things in the world exist on the four realms simultaneously. Creatures exist on all realms, but are more comfortable with their awareness on one realm, and usually spend their entire lives on one realm through instinctive choice.

The other realms are only dimly perceived by a Floater on one realm. The Floater can see the creatures of other realms, but they will seem to have amazing powers and will seem alien and frightening.

For example, to a physical Floater, natural creatures have incomprehensible and otherworldly powers, and what they do is strange and seemingly without purpose. The natural creatures do nothing more than follow their instincts—their ways are simply alien to the physical perspective.

Energy and force flow only in limited ways between the realms. The direction of the flow determines how much one realm can affect another. This means, for example, that Floaters on the ethereal realm have an advantage over natural creatures.

The flow is clockwise in the diagram above, so:

- Physical dominates Supernatural
- Supernatural dominates Ethereal

- Ethereal dominates Natural
- Natural dominates Physical

There are tides between the realms across the circle from each other in the diagram. Those pairs of realms are opposites.

- Physical is opposite Ethereal
- Natural is opposite Supernatural

When the energy tide favors a realm, the realm dominates its opposite across the circle. The tides spend equal time at each end of their swing so, overall, no realm dominates its opposite.

An example is an ethereal vampire, who has frightening powers at night but is weakened and helpless during the day, when its nocturnally helpless victims of the physical realm are bold and strong.

Physical



The realm of matter, and of objectively defined reality. Physical creatures care about what can be touched and seen, and physical solidity is their first criterion of reality. If something is not apparent to the senses, it is not real to a physical being. Physical beings guard their physical form first because they believe their essence passes away with the passing of their bodies. Similarly, they also exalt physical freedom and bravery, and are the most territorial of creatures.

Supernatural



The realm of magic, alchemy, and science; of logic, reason, and understanding. Supernatural creatures perceive the measurable forces of the world at work. They acknowledge the existence of forces outside their perception and understanding, but they believe that anything can come to be understood objectively with enough study and analysis. Supernatural beings believe only that which can be rationally described and explained is real.

Ethereal



The realm of spirits, dreams, and the intangible. Ethereal creatures perceive the arcane powers of places and objects and the psychic forces that living things produce. An ethereal being knows when a place has harmful or beneficial effects, and they can sense the lingering consciousness of the dead. They have a fuzzy hold on time, and sometimes events in the far past or future will seem as real to an ethereal creature as the present. To an ethereal being, the world is a dream, shaped by the awareness of the perceiver. Psychic vibrations are what have reality.

Natural



The realm of life and instincts. Natural creatures know only the natural law. To them, the world is a chorus of signals and impulses, the subtle signs that life produces and that guide all natural creatures in their actions. A natural creature's only reality is the incomprehensibly intricate web of life that fills even the tiniest space, and it understands that web in a complete, simultaneous way that intellect alone cannot. The creatures of other realms are not even aware of the natural world by comparison.

Species evolve along the flow of energy between realms. In other words, over long periods of time species change their collective awareness from natural to physical, from physical to supernatural, from supernatural to ethereal, from ethereal to natural. It starts with a few individuals, who are often regarded with scorn for choosing a path of weakness.

Over a long time, the movement captures the entire species and it shifts its perception to the new realm. Once a species is in a new realm, it retains in its racial memory a fading understanding of the previous realm. The previous realm is especially feared, and takes on mythically horrible proportions.

THE AWAKENED ONE, THE GLYPHS, THE SEALS, AND DEFEATING THE LEVIATHAN

Under the right circumstances and signs, a special birth will occur among the Floaters of your tribe. This Floater will be clearly different and special from the moment it is born. This is the Awakened One, the one prophesied to deliver your

people from the Leviathan.

If your tribe collects glyphs, The Awakened One is always born eventually.

When your tribe has collected all the glyphs and the Awakened One is born, or all the glyphs are collected by the tribes that have Awakened Ones to lead them, you can unlock the Seals of the Leviathan and finally defeat it in its own lair.

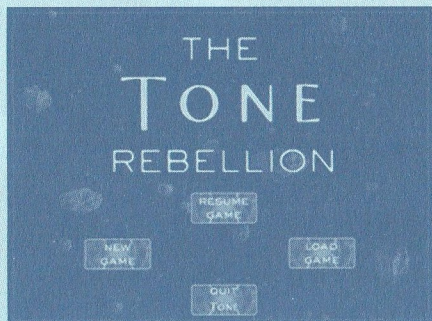


The seals of the Leviathan each have a reverse image of the glyph that breaks them. Only the Awakened One of your tribe is able to use glyphs.

When the last seal is broken the Leviathan will be defeated, as is foretold.

GAME INTERFACE.....

Start Screen Options



New Game
Resume Game
Load Game
Quit Tone

Start a new game of The Tone Rebellion.

Load the last game you played and exited from normally.

Go to the list of saved games, where you can choose a game to restore.

Exit to Windows.

New Game Screen



This screen shows how many rings of islands the world has (1, 2, or 3 rings for 7, 11, or 15 islands), what tribe is selected, what the difficulty of the game is, and in a multiplayer game, what player has each tribe. The number of blue glowing rings is the number of rings of islands in the game, and the size of the dark growth in the center of this screen increases as the game gets more difficult.



Back to start screen



Set world size



Pick Tarks



Pick Zygons



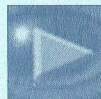
Pick Cepheans



Pick Dyla

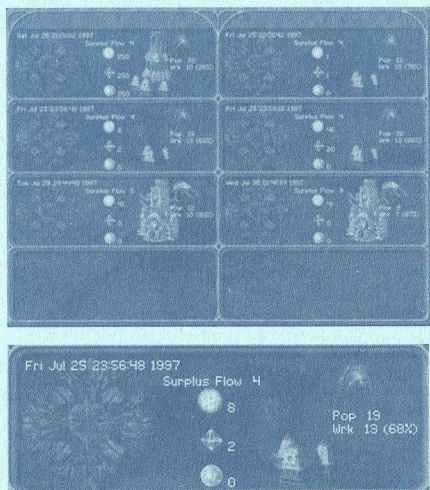


Set difficulty



Start game

The Saved Game Screen



Each box of information represents a saved game and displays date and time the game was saved, tribe, total population, worker population, difficulty, and the size of the tribal center and its stored resources.

- Left-click inside a box to start a saved game.
- Right-click anywhere on the screen, press Esc, or click outside a saved game box to exit without restoring.

The Options Panel



Click at the top of the screen when in the game (in the island view or from the map of the world) to pull down this window. Click on the top of the pull down window again to make it retract.



Load a game



Save a game



Pause game toggle



Exit to the start menu

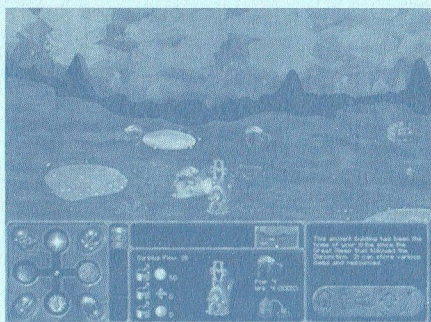


Music toggle and
music volume



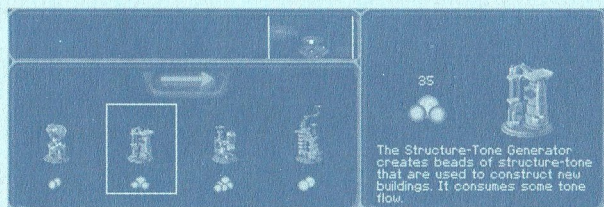
Sound effects toggle and
sound effects volume

THE MAIN GAME WINDOW: ISLAND VIEW



Panning

When you have explored more than one screen-width of an island you can pan the view left and right by moving the mouse to the leftmost or rightmost edge of the screen.



The Build Interface

To enter the building interface, click on a Tone Node. The list of buildings that can be built on each Node will depend on the size of the Node—larger structures can only be built on the larger Nodes.

When there are more building options than will fit in the window at once, a small arrow appears that allows you to scroll through the list. If the arrow is there, as in the picture above, click on it to see other structures that you could build.

When you move your mouse over a building in the list, information on that building appears to the right, including its function and its cost in Structure Tone.

To start construction on the selected Tone Node, click on a building in the list.

MAIN BUTTONS



These are the glassy oval buttons in the corners of the picture to the left, on the bottom left of the island view.



Map Button

Takes you the map of the world.



Panic Button

Puts the workers of your tribe into their defense behavior. They will not work on any other tasks until panic is off, but will just attack intruders. Since workers are so valuable, but weak in combat, this is usually a last resort measure.

The Panic button flashes red when it is active. If your workers are acting strangely, check the panic button to make sure it isn't on.



Information Toggle

Toggles the small icons that display Floater status, as shown above (and also Dojo number for buildings). For workers, the one vertical bar shows life left and the box indicates realm (red is physical, yellow supernatural, blue ethereal, cyan/light green natural).



Trained Floaters and Spell Floaters have two bars to show life left and how much charge they have to make attacks.



Spawn of the Leviathan have similar icons to display realm and life.

In more difficult games the spawn become stronger as they age, and a new information bar appears showing how old and tough they are.



Worker Job Button

This turns on the job list so that you can view or adjust the jobs being worked on. The job list is explained below.

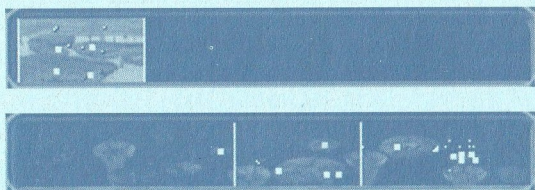
REALM DISPLAY

The realm display (the cross in the center of the four oval buttons) shows the relationships between the realms. Your tribe's primary realm—most of your tribe's Floaters will be of this realm—is at the top of the cross; your secondary realm is to the right. Each realm permanently dominates the realm just clockwise of it. This relationship between the realms is not affected by the realm tides.

The realms opposite from each other alternate dominance with the shifting of the realm tides. The state of the realm

tides is shown by the relative brightness of the symbols at the ends of the cross and by the positions of the tide markers between opposite pairs of realms.

The brighter symbol, the one the tide marker is nearest to, dominates its opposite. When opposite realms are of equal brightness and their tide marker is in the center of the cross, they are of equal strength.



MAP OF THE CURRENT ISLAND

This display shows the entire island you are inhabiting. Areas that have not been explored are black on the map. The area you are viewing in the full size island view is bordered by the two white lines.

Other things are shown as follows on the miniature map:

white squares:	player buildings
black squares:	Leviathan growths and machines
yellow squares:	open bridges
blue squares:	healthy Tone Pools
white double dots:	Leviathan spawn
white single dots:	workers, Floaters, and the Awakened One
red single dots:	Trained Floaters
blue single dots:	Wizard Floaters
yellow single dots:	Floaters assigned to the selected task, Dojo, or spell tower

THE BUILDING CLIPBOARD



The clipboard allows you to control Dojos and spell towers when they are not in view.

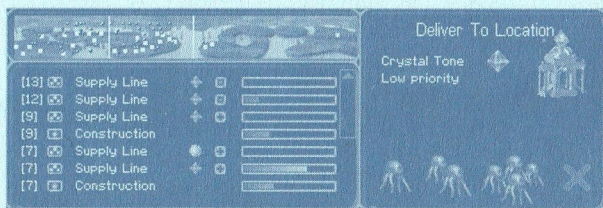
The three small buttons at the top of the clipboard allow you to choose which group of buildings you want to see in the clipboard. Each group can have up to three buildings.

When you left-click on a Dojo or spell tower and there's room on the clipboard, a miniature image of the selected building is displayed. You can enter the building's interface by left-clicking on this image.

To remove a building from the clipboard, right-click on it.

The clipboard is especially useful when you are attacking across islands and need to give a group of buildings orders without finding their actual locations every time. It works well to load up the clipboard with the buildings you are using in a battle just before you start.

You can also find a Dojo or spell tower by using the clipboard. Left click on the small clipboard image of the building you want to find. The controls for that building will come up to the right of the clipboard, and you will see a full-size image of the building in this area. Right-click on this full-size image to go to the building's location.



THE JOB LIST AND INDIVIDUAL JOB INFO

Get this interface by clicking on a Node where something is being built, or by clicking on the job list button.



A single job line in the list shows, from left to right:

- How many workers in your tribe are working on the job
- A symbol indicating what type of job it is
- A word description of the job
- An icon showing what resource is being moved, if any
- An icon showing what type of destination the resource is being moved to, if any
- A bar that fills as the job nears completion.

When you click on a job line, selecting it, you will see details about that job to the right of the job list and the Floaters assigned to that task will be highlighted on the island view and the mini map. The job list detail area shows job name, the thing being moved to accomplish the job, the destination, and the importance of the job.

For stockpile and supply line jobs, the completion bar only fills when the building has reached capacity, which usually takes a long time (particularly when stockpiling to a large tribal center).

The job type icons are:



building job



resource moving job



artifact moving job



structure upgrade job



structure repair job

The destination icons are:



delivering to the tribal center



delivering to a Dojo



delivering to a spell tower



When there are more jobs than will fit in the window, arrows appear to let you scroll through the list.



The low priority button assigns a low importance to the selected job. Fewer workers will work on jobs of low importance. These jobs are printed with **white** text.



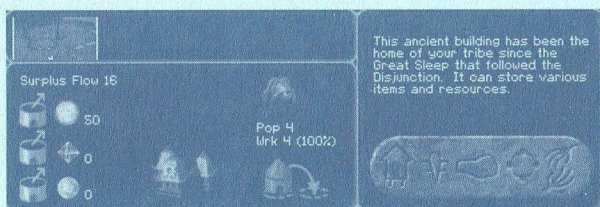
The high priority button assigns a high importance to the selected job. High priority jobs appear in the list with **yellow** text, and a greater proportion of workers will work on the high priority jobs than on low priority jobs.



The exclusive priority button assigns a job the highest importance. The job text will now be printed red in the list, and this job will share Floaters only with other exclusive priority jobs. This means that no jobs of lower priority will be worked on until all exclusive priority jobs are done. This is useful for queuing jobs.



The cancel button cancels the selected job. Any resources that might have been put on a Node by workers for the job will be left behind, although if another job is started at the same location, those resources will be used toward the new job.



TRIBAL CENTER INTERFACE

This is the default mode for the island view interface. To get to this mode when another mode is up, click on any empty spot on island view.

This mode shows the following:

- An image of the tribal center, showing its size.
- Amount of surplus Tone Flow, still unused by tribal Floaters and buildings. Surplus Tone Flow causes Floaters to be born from Tone Pools near your tribal center.
- One of the workers of your tribe, with total population, worker population, and the percentage of the population that are workers.
- Amount of each resource in storage (Structure Tone, Tone Crystals, and Magic Tone): The storage capacity for each resource increases as the tribal center gets larger.



Building teleportation control

Above, from left to right, the four states of the control are:

- not enough resources in the town hall to move the building (symbol is dark)
- able to move this building (symbol lit)
- not a possible place to move the building (red X through destination)
- valid place to move (destination highlighted)

You can move the building by clicking on the building icon when the movement symbol is lit. This will prepare the building to be moved, and the image of the building in the interface will pulse, fading in and out. When you click on a valid destination, the building will move. To cancel the move, click on a non-destination.



Resource storage controls

Above, from left to right, the three states of these controls are:

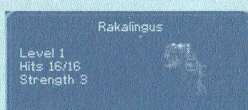
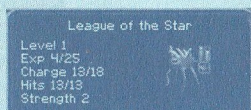
- gathering the resource
- holding the resource in storage
- allowing the resource to be taken from the tribal center

To switch between these states, click on the building symbol. The symbol will cycle through each state as you click on it.

Use the first state—gathering—carefully. It gives Floaters an additional job to do so their time will be further divided, and even when the tribal center is at its smallest, it takes a long time to fill it to capacity.

Other Tribal Center buttons

These are on the oval panel at the lower right. These are explained below, in the section about the tribal center functions.



CREATURE INFO DISPLAY

To get this display, click on the creature—Floater or Leviathan spawn—that you want information about, either in the island view or in the Dojo the Floater belongs to.

When the creature is selected, a selection box (white corners) appears around it to highlight it.

A picture and description of the creature appear in the right side of the interface and includes level, experience and experience needed for the next level, Tone charge left out of maximum possible Tone charge, remaining life (hits) out of maximum life, and strength. More information on creature statistics follows in the section on creatures.



DOJO INTERFACE

Bring this mode up by left clicking on a Dojo, by clicking on a Dojo icon in the clipboard, or by clicking on a Trained Floater.

This mode shows:



Tone crystal storage control

This is much like the tribal center resource storage except it has only two modes, off and on. When the control is on, as in the picture, the Dojo creates a job for workers and stockpiles Tone crystals. When the control is off, the Dojo does not use workers and does not gather Tone crystals.

The amount of Crystal Tone stored in the Dojo is shown with the bar above the control. When the bar is at the top, the Dojo is full to capacity of Tone crystals.



Repair button

This red cross-shaped button appears when the building is damaged. Click on the button to start the repair process, and the Floaters of your tribe will get a new job to deliver Structure Tone to the building. The button flashes until a repair is complete.



Dojo number marker

If other buildings of the same type were built before this one, this view will have one or more colored dots to its upper left. These dots also appear above the Dojo in the island view when the info toggle is on. In the example above, this is the Second Summoners' Dojo.



Damage meter

The amount of damage the building has taken. When the horizontal bar above the building is full, the building is in perfect shape.



Upgrade button

This button appears when a Dojo or spell tower can be made larger. Click on this button to give your worker Floaters the job of upgrading this building. They will bring Structure Tone to the Dojo until the upgrade is done. The button flashes until the upgrade is complete.



Building teleportation control

exactly as for the tribal center.

- An image of the Dojo, showing what level and type it is. The building in the picture is a second level Summoner's Dojo. You can right-click on this image to center the island view on the building.
- The Floaters assigned to this building. In the example, there are two second level Summoners and three first level Summoners, the maximum a second level Dojo can support. When you have info icons toggled on, you can see, laid out in one place on this screen, how all the Floaters of this Dojo are doing. Click on an individual Floater to bring up the Floater information window on the right.



defend a general location

The Floaters of the Dojo will hover in the area you select after clicking on this command, attacking any nearby Leviathan spawn or growths in order to protect the area.



defend a specific Floater

The Floaters of the Dojo will hover near the Floater you select after clicking on this command, and follow it as it moves, protecting it from any attackers.



all Floaters return to base

The Floaters of the Dojo will return to their base where they will recharge and heal (if Tone Crystals are available) until given a new order. They will hover around the Dojo, and attack only if attacked.



attack a specific shadow

The Dojo will attack the Leviathan spawn you click on after selecting this command.



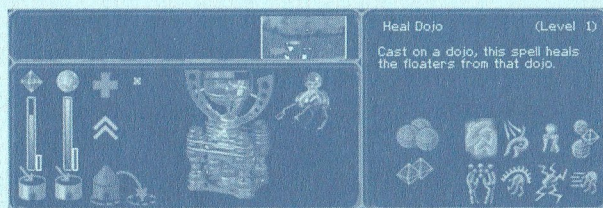
attack a general location

The Dojo will attack the Leviathan growth that you click on after selecting this command.

After a Dojo Floater destroys its target, it remains in the area, in Defend Area mode as described above.

After selecting the Dojo you want, right-click on a target when the Dojo is selected to take the most likely action on that target:

- | | |
|--|-------------------------------------|
| ■ Right-click on a place: | defends that area. |
| ■ Right-click on a friendly Floater: | defends the Floater. |
| ■ Right-click on a friendly building: | defends the area near the building. |
| ■ Right-click on a Leviathan growth: | attacks the growth. |
| ■ Right-click on a Leviathan creature: | attacks the creature. |



SPELL TOWER INTERFACE

A spell tower has many of the same features that a Dojo has— resource delivery switches, a repair button that appears when the tower is damaged, an upgrade button that appears when an upgrade is possible, a building teleportation button, and a damage indicator.

Spell towers also have an extra storage bin and delivery control for Magic Tone. It works exactly as the Tone crystal interface for Dojos, but controls Magic Tone.

Small bars (as in the picture above) appear next to the resource storage bars to show how much of the stored resources the spell will use. If a small bar is red, you do not have enough of that resource in storage to cast the spell.

Wizard Floaters gain experience by casting spells. When they have enough experience, they can advance a level (if the tribe has already upgraded the spell tower to the needed level). Higher level wizards are able to cast higher level spells.

8 spell buttons- in the window on the right

When you move your mouse over a spell, a brief description of the spell appears above the spell buttons. Piles of resources show how much Crystal Tone and Magic Tone the spell uses.

If you have enough resources to cast the spell but the spell text prints in red, the spell is beyond the skill of your wizard to cast.

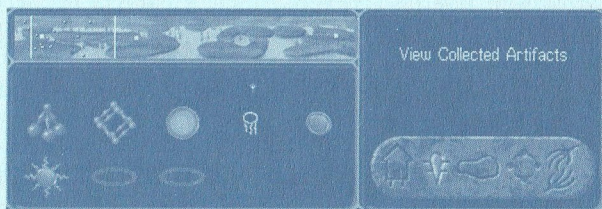
Click on a spell button, then the target of the spell, to cast a spell. If you click on an impossible target, the spell is canceled.

THE TRIBAL CENTER BUTTONS

on the textured panel in the right window, from left to right:

General info

prints general information about the tribal center.



View collected artifacts

This displays the artifacts and bridge keys your tribe has stored in the tribal center. Move the mouse over an artifact to get information about it.

You can click on an artifact to use it on a bridge or glyph location. Once you have selected the artifact you want to use, it follows your mouse cursor until you click on the target. To cancel, click on another artifact.

When you have many artifacts, a scroll arrow appears to allow you to scroll through all of them.



View recovered knowledge

Allows you to see the glyphs your tribe has collected. Move the mouse over a glyph to have information about the glyph printed in the right window.

Only your Awakened One is able to use glyphs on Leviathan seals. Use a glyph just as you would an artifact—click on it to select it, then click on the target. The Awakened One will use the glyph you selected. If your tribe has no Awakened One, you must wait for its birth. If your tribe has no glyphs, the Awakened One will not be born.



Diplomacy options

Click on the wave patterns leading to workers of the three other tribes to toggle communication with those tribes on and off.

When you have open communication with another tribe, the wave pattern leading to that tribe's worker will glow and animate.

Click on the Floater icons of the other tribes to toggle your relations with them between peaceful and hostile. Red jagged lines mean animosity, blue haloes mean peace. Your Floaters treat the Floaters of hostile tribes just as they would the Leviathan.



Assist another tribe

The table shows how much of each resource, in multiples of ten, you are giving to each tribe. Click on a box once to add ten to the amount of a resource you are giving to another tribe.

Click on the left triangular button to zero all the amounts. Click on the right triangular button to make the transfer.

THE END OF A GAME



If you win the game and defeat the Leviathan, a screen of information about the game and how well you did is shown. If you are playing a multiplayer game, the three rectangular frames at the bottom of the screen will show information about the other players in the game.

SCORING

The score you get, and the circle you attain at the end of the game, are determined by how many islands you discovered, how many glyphs you recovered, the fierceness of the Leviathan (the difficulty), how many shadows were overcome by your tribe, the population of your tribe, and how many Floaters from your tribe were lost:

- up to 600 points for shadows overcome
- up to 200 points for the fierceness of the Leviathan
- up to 200 points for glyphs recovered
- up to 100 points for islands discovered
- up to 100 points for tribe population
- as much as 500 points lost for tribal members lost during the struggle

The maximum score possible is 1200. In practice, this score will probably be unattainable, since you would have to win without losing a single Floater. However, the Inner Circle is attainable with a very high score— you need not have a perfect score.

HOT KEYS AND OTHER KEYBOARD COMMANDS

Useful keyboard commands:

- | | |
|----------------------------------|-----------------------------|
| Go to the Map: | M |
| Turn Floater Info on and off | I |
| Select building clipboard groups | 1,2,3 |
| Speed up time: | ctrl-9 or ctrl-number pad + |
| Slow down time: | ctrl-8 or ctrl-number pad - |

Speeding up time is limited to two clicks up from normal.

For example, it is useful to speed up the game a notch or two when you are waiting for a needed building to be constructed, but it is exactly the wrong thing for combat in most cases, since your reaction time is compressed.

In a multiplayer game, all players can use these controls to change the speed, so it is best to communicate about any game speed changes.

Other keyboard commands:

<Ctrl-X>	Exit the game
<Ctrl-1>	DirectDraw display mode 1 (fullscreen)
<Ctrl-2>	DirectDraw display mode 2 (fullscreen)
<Ctrl-3>	DirectDraw display mode 3 (fullscreen)
<Ctrl-4>	Native win95 display (windowed)

NOTE: The windowed mode [Ctrl-4] is the mode most likely to work on any given machine, since it does not use DirectDraw and requires no special drivers. The DirectDraw modes differ in the way they write to the screen, and hence performance may vary. DirectDraw mode 2 [Ctrl-2] is the most compatible mode, while mode 1 seems to be the highest performance for cards that support page flipping. The application defaults to DirectDraw mode 2 (full screen).

GAMES WITH MULTIPLE PLAYERS.....

Although it makes the most sense to cooperate in a multiplayer game, since the Leviathan looks for a weakness to exploit in any of the tribes, tribes are free to fight each other if they are unable to cooperate against the common danger. The quest for the Inner Circle (see above), the ultimate attainment of the world of Tone, makes no judgment of this decision.

Starting a Multiplayer Game

- From Win® '95, select Start:Programs:The Tone Rebellion:4. Multiplayer Rebellion.
- Select what type of communication channel you are using—IPX, Internet TCP/IP, Modem, or Serial connections.
- Click Next.
- Choose between hosting a game and joining a game someone else has hosted.
- Click Next.
- If you hosted, type in the session name. If you are joining an existing session, choose which session you want to join.
- Type in your name.
- Click Next.
- When the list of players is complete (when everyone who is playing has set up), click finish.
- The Logic Factory screen comes up and fades down.
- When all players have joined, the new game screen fades up.

The New Game Screen

- Each player selects a tribe they want to play. The first to pick a tribe gets it.
- Only the host can set the difficulty and world size.
- Once the tribes are picked and the difficulty and world size are set, the host clicks the start button to start the game.

Communication, Diplomacy, and Trading with other Tribes

To type a message, type <Enter> and type your message on the keyboard. When you type <Enter> again, the message is sent. As you type, the text of the message appears in the lower left part of the island view area. Messages that have been sent appear at the upper left of the island view.

Decide which tribes you communicate with by using the diplomatic interface as described in the interface section above, under tribal center buttons. This interface also lets you set your tribe's attitude toward another tribe. If you establish animosity toward another tribe, your tribe members will treat Floaters from that tribe as they would treat Leviathan spawn.

You can trade resources using the trade interface that was described in the interface section earlier under tribal center

buttons. This function is especially useful when you want to help an allied tribe that lacks a resource of which you have extra. What goes around eventually comes around.



Tone Spreaders in Multiplayer Games

In multiplayer games you are able to upgrade another tribe's Tone Spreaders to work for your tribe. In a single player game, a tribe's spreader only has an effect for the tribe that built it.

When you click on a spreader that wasn't built by your tribe, an upgrade button appears next to the spreader in the interface. If you click this button your workers will deliver Structure Tone to the spreader. When the job is done a marker for your tribe appears above the spreader:



Dyla



Tarks



Zygons

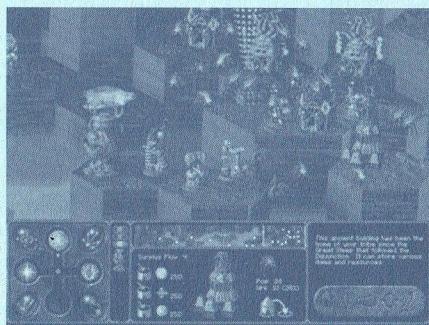


Cepheans

When a Tribe is Lost

When a tribe is extinguished, its last Tone Pool infected and its last Floater defeated, the glyphs the tribe found are returned to their original mystic locations and the artifacts that released those glyphs are scattered.

THE TRIBES.....



If you would rather discover new elements of The Tone Rebellion by simply playing the game, be careful about reading from this point on. The following contains lists of creatures from the game and their attributes. You do not need this information to play well—it is provided as a reference.

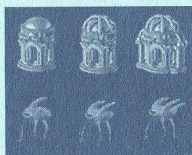
The vital attributes given for Floaters below are for first level Floaters (the weakest level) of each profession. As Floaters advance, they refine their skills, gaining strength and additional resistance to harm. Spell Tower Floaters that advance are also able to cast new spells.

Tarks.....



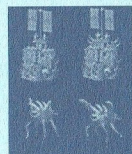
Tark tribe member

Range: close
 Realm: physical
 Hit Points: 3
 Speed: 3



The Brotherhood of the Tentacle

Range: close
 Realm: physical
 Hit Points: 17
 Attack Charge: 19
 Strength: 5
 Speed: 3
 Levels: 1-3



The League of the Star

Range: 120
 Realm: physical
 Hit Points: 15
 Attack Charge: 19
 Strength: 5
 Speed: 4
 Levels: 1-2



The Gazers

145
 supernatural
 14
 17
 4
 3
 1-3



The Society of Magicians

close
 physical
 16
 10
 3
 3
 1-3

Zygons.....



Zygon tribe member

Range: close
 Realm: Supernatural
 Hit Points: 3
 Speed: 3



The Clan of Sol

Range: 160
 Realm: Supernatural
 Hit Points: 13
 Attack Charge: 13
 Strength: 5
 Speed: 4
 Levels: 1-3



The Guild of Light Shaping

Range: close
 Realm: Supernatural
 Hit Points: 14
 Attack Charge: 14
 Strength: 6
 Speed: 4
 Levels: 1-2



The Spirit Callers

close
 Ethereal
 15
 15
 5
 3
 1-3



The Sorcerers of the Heavens

close
 Supernatural
 14
 10
 2
 4
 1-3

Cepheans.



Cephean tribe member

Range: close
 Realm: Ethereal
 Hit Points: 3
 Speed: 3



The Banshees

Range: close
 Realm: Ethereal
 Hit Points: 14
 Attack Charge: 14
 Strength: 5
 Speed: 4
 Levels: 1-3



The Stormers

175
 Natural
 15
 16
 3
 4
 1-3



The Astral Travelers

Range: 195
 Realm: Ethereal
 Hit Points: 13
 Attack Charge: 16
 Strength: 4
 Speed: 3
 Levels: 1-2



The Order of Arcania

close
 Ethereal
 15
 10
 2
 4
 1-3

Dyla



Dyla tribe member

Range: close
 Realm: natural
 Hit Points: 3
 Speed: 3



The Summoners

Range: 230
 Realm: Natural
 Hit Points: 17
 Attack Charge: 19
 Strength: 5
 Speed: 3
 Levels: 1-3



The Den of the Beast

close
 Physical
 14
 17
 4
 3
 1-3



The Wind Shapers

Range: close
 Realm: Natural
 Hit Points: 16
 Attack Charge: 18
 Strength: 3
 Speed: 4
 Levels: 1-2



The Enchantment Druids

close
 Natural
 16
 12
 2
 3
 1-3

THE SPELLS

Each level of spell tower allows new spells. For example, the second level spell tower of each tribe allows all the spells that the first level spell tower does and two or three additional second level spells.

ZYGONS



1st spell tower

Heal Dojo
Paralyze Growths
Far Obtain
Stamina



2nd spell tower

Realm Transcend
Enchant Tribe



3rd spell tower

Chi Flare
Channel Chronomyst

CEPHEANS



1st spell tower

Paralyze Growths
Enchant Dwelling
Silent Shield
Tone Pool Rebel



2nd spell tower

Force of Will
Free Tone Pool



3rd spell tower

Cadmus
Racial Memory

DYLA



1st spell tower

Heal Dojo
Healing
Repair
Pool Ward



2nd spell tower

Awaken Spirit
Realm Transcend
Free Tone Pool



3rd spell tower

Channel Chronomyst

TARKS



1st spell tower

Enchant Dwelling
Sacrifice
Star Disk



2nd spell tower

Awaken Spirit
Force of Will
Enchant Tribe
Sky SToner



3rd spell tower

Cadmus

SPELL DESCRIPTIONS

Heal Dojo

Level: 1
Magic Tone: 9
Tone Crystals: 7

Cast on a Dojo, this spell heals the Floaters from that Dojo.

Paralyze Growths

Level: 1
Magic Tone: 16
Tone Crystals: 11

Cast on a location, this ball of numbing energy shoots out and paralyzes any Leviathan growths in the vicinity.

Healing

Level: 1
Magic Tone: 12
Tone Crystals: 9

Call upon the life-binding essence to heal several of your most wounded worker Floaters.

Repair

Level 1
Magic Tone: 9
Tone Crystals: 12

Bind together a damaged structure with a wash of Tone.

Enchant Dwelling

Level 1
Magic Tone: 10
Tone Crystals: 9

Create a wall of shining Tone around a structure, protecting it from all damage.

Silent Shield

Level 1
Magic Tone: 12
Tone Crystals: 7

Protect a Tone Node from Leviathan infection with an enchanted shield.

Pool Ward

Level 1
Magic Tone: 14
Tone Crystals: 10

Create a mystic ward to guard a Tone Pool from Leviathan infection.

Sacrifice

Level 1
Magic Tone: 11
Tone Crystals: 17

Ask a wizard to give up his life, creating a wave of Tone-power that will damage anything nearby.

Far Obtain

Level 1
Magic Tone: 9
Tone Crystals: 14

Conjure a magic hand that will fetch an artifact from any visible location.

Star Disk

Level 1
Magic Tone: 11
Tone Crystals: 13

Blast a structure or growth from any distance with a disk of shining power. The star disk has no effect on Leviathan Spawners.

Sky Stoner

Level 1
Magic Tone: 7
Tone Crystals: 13

Call down celestial boulders that destroy any spawn of the Leviathan.

Awaken Spirit

Level 2
Magic Tone: 33
Tone Crystals: 13

Invigorate the Floaters of a Dojo with life energy so they can better withstand the attacks of hostile creatures.

Force of Will

Level 2
Magic Tone: 28
Tone Crystals: 17

Rouse the Floaters of a Dojo, giving them greater might and skill.

Realm Transcend

Level 2
Magic Tone: 34
Tone Crystals: 12

Shift the Floaters of a Dojo into the next realm of existence.

Enchant Tribe

Level 2
Magic Tone: 36
Tone Crystals: 17

Make the workers of your tribe immune to harm.

Stamina

Level 2
Magic Tone: 22
Tone Crystals: 19

Charge the Floaters of a Dojo so they can fight without rest.

Free Tone Pool

Level 2
Magic Tone: 27
Tone Crystals: 17

Unleash the Tone Fury to demolish one of the Leviathan's spawners.

Tone Pool Rebel

Level 2
Magic Tone: 35
Tone Crystals: 12

Call on the power of the Tone Pools to freeze the spawners that imprison them.

Chi Flare

Level 3
Magic Tone: 39
Tone Crystals: 18

Produce a wave of focused life force that shatters anything nearby. The wizard sits protected in a calm zone at the center of the flare.

Racial Memory

Level 3
Magic Tone: 43
Tone Crystals: 18

Shift the Floaters of a Dojo into the previous realm of existence.

Cadmus

Level 3
Magic Tone: 59
Tone Crystals: 53

Mesmerize the hostile creatures of an island, so they turn their hostility randomly against each other.

Channel Chronomyst

Level 3
Magic Tone: 46
Tone Crystals: 22

Give each of your Floaters a surge of energy, hastening their movements.

THE LEVIATHAN

THE SPAWN OF THE LEVIATHAN



Spores

Spores are brought to life by raw Tone. Wherever a Leviathan spore contacts Free Tone, it becomes a growth of the Leviathan. When a spore contacts a Tone Pool, an enormous spawner forms over the Pool. Spores respond to the will of the Leviathan as they drift.

Hit Points: 4
Speed: 1



Rakalingus

These savage creatures come from the mountain roots, the depths of the world. They are whip-fast, brutishly strong, and very territorial.

Range: close
Realm: physical
Hit Points: 16
Strength: 4
Speed: 2



Broontilingus

Related to the Rakalingus, the Broontilingus is stronger, larger, and more cunning. Broontilingii dominate the underworld.

Range: close
Realm: physical
Hit Points: 27
Strength: 7
Speed: 3



Zeeth

The Zeeth are silent predators that grew in the heat of the Desert Without End. They can float low and still behind a sand dune, and stop the fastest creature in its tracks with the sound of a whisper.

Range: 130
Realm: physical
Hit Points: 11
Strength: 4
Speed: 2



Keth

The Keth are Zeeths of the greatest mastery, the highest rank of Zeeth warrior monks.

Range: 130
Realm: physical
Hit Points: 18
Strength: 7
Speed: 3



Drack

The Drack is part-alive, part-intricate mechanism, brought to life in the supernatural fires of the Sasp Furnace. It stings relentlessly.

Range: close
Realm: supernatural
Hit Points: 13
Strength: 3
Speed: 3



Nadrack

The Nadrack produce an intense wave of heat that augments each sting.

Range: close
Realm: supernatural
Hit Points: 22
Strength: 6
Speed: 3



Tone Wasp

The Tone Wasp is another artificial creature forged in the Leviathan's Sasp Furnaces. It stings at a distance with sharp jolts of energy.

Range: 140
Realm: supernatural
Hit Points: 8
Strength: 3
Speed: 3



Sasp

The Sasp is augmented to have twice the strength of a Tone Wasp.

Range: 140
Realm: supernatural
Hit Points: 13
Strength: 6
Speed: 3



Ronth

Ronths originated on the ethereal plane. They are intangible until they choose to lash out. They are brutally strong.

Range: close
Realm: ethereal
Hit Points: 14
Strength: 5
Speed: 4



Varnth

Varnths are advanced cousins of Ronths. There are few things in any realm that match the strength of a raging Varnth.

Range: close
Realm: ethereal
Hit Points: 23
Strength: 8
Speed: 4



Metha

Hanging like vapors in the ethereal plane, Metha float coolly, looking peaceful even as they unleash pockets of burning ether-fire.

Range: 150
Realm: ethereal
Hit Points: 9
Strength: 4
Speed: 3



Koalint

These rare creatures are the marked ones of the Metha, ones born with even greater powers.

Range: 150
Realm: ethereal
Hit Points: 15
Strength: 7
Speed: 3



Zwacker

Zwackers usually hunt in packs in Pangir, the world forest. They attack tirelessly with rapid swipes of their hooked talons, and they are very tough.

Range: close
Realm: natural
Hit Points: 15
Strength: 3
Speed: 3



Zwaup

Zwaups are the toughest, most mature Zwackers. Few Zwackers live long enough, in their violent existence, to mature into Zwaups.

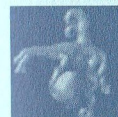
Range: close
Realm: natural
Hit Points: 25
Strength: 6
Speed: 3



Shandi

Creatures that pass too near the passive-seeming Shandi don't have time to consider their mistake when they are hit with the Shandi's withering long-range bolt.

Range: 160
Realm: natural
Hit Points: 10
Strength: 5
Speed: 2



Flindex

The Flindex is the forest horror. A Flindex can drop most creatures with one shot, at long range from the place where it lurks in the shadows. Usually its victims never know what hit them.

Range: 160
Realm: natural
Hit Points: 17
Strength: 8
Speed: 2

THE GROWTHS OF THE LEVIATHAN



Blind Arm

Range: close
Hit Points: 15
Strength: 3



Plasid

Range: 150
Hit Points: 9
Strength: 2



Blistin

Range: close
Hit Points: 10
Strength: 5



Grender

Range: 100
Hit Points: 13
Strength: 3



Quitch

Range: close
Hit Points: 18
Strength: 4



Mesron

Range: 200
Hit Points: 11
Strength: 4



Hydron

Range: close
Hit Points: 22
Strength: 7



Clockwork Sentinel

Range: 175
Hit Points: 20
Strength: 5



Fire Hive

Range: close
Hit Points: 24
Strength: 8



Anenepode

Range: 260
Hit Points: 15
Strength: 6



Mabus

Range: close
Hit Points: 23
Strength: 10



Xylus

Range: 320
Hit Points: 16
Strength: 6

MYSTICAL LOCATIONS AND ARTIFACTS

Some of the mystical locations of the world are known to have mysterious, wide-reaching effects when active. Some of the mystical locations are fabled to impart powerful wisdom and magic to the tribe that unlocks their secrets. In the ages since the upheaval, the legends have blurred and it is unknown which stories are true.

Tarzus: Mantu the Still

Mantu is a legend, a godlike warrior figure who fought unarmed and without armor. Mantu's mastery was so evolved that, by using slow, imperceptible shifts in attitude, he allowed his foes to defeat themselves with their own attacks while he hovered unmoving. Mantu led an army into a huge and futile battle that, he knew, would destroy both armies and all of the universe. Rather than let that occur, Mantu used his skills to lock his body forever into place between the two armies, holding aloft two artifacts that amplified his power of immobility.

The Tetrajen and the Octojen are artifacts that reveal Mantu.

The Crystal Cave: Tone Amplifier

A Sorcerous engine made by the New Ones, the amplifier was considered a failed experiment. It collects the power from supernatural energies deep within the world's core, but instead of amplifying the Tone Flow of the world, it produces a realm distortion that gives Floaters visions of other realms. The glyph Nos is revealed by the distortion field of the engine.

The New Ones used Taze Crystals as a source of motive force for the Tone Amplifier.

The Cephean Sea: The Vortex of Perception

The Vortex is a naturally occurring feature of the world. It is a rarity, a part of the terrain that exists wholly on the ethereal realm. The Vortex lets Floaters who can perceive it fall into a trance state and see into the World Soul, the consciousness of Tone.

The Ether Lanterns reveal the Vortex.

Pangir: The Last Respiria Plant

The Respiria is a self-aware plant of vast, ancient intelligence that emits a Tone-charged vapor, called Raam, as it breathes. The Respiria is the earliest known species on Tone, and the longest lived. They reproduce with spores. The Respiria become fertile when they go dormant, but fertilization by spore wakes a female Respiria for a thousand-year period of growth, during which she will give birth up to twelve times. This Respiria, the last known, is a female. The raam it exhaled attracted the Leviathan to it, and now it sits dormant, sick with the Leviathan's infection.

To revive the plant from its dormancy, you need a Respiria Spore and a crystal of Growth Tone.

The Dreen Bog: Dreest the Bog Shade

There was a terror shade: an ethereal manifestation of the Leviathan's rage, a nightmare come to life. It preyed on the Floaters of the forest, and one day it swept toward a Floater that turned out to be a high shaman. The shaman slipped into the ethereal realm and altered the shade, giving it an identity independent of the Leviathan. Now named Dreest, the shade wandered to the Dreen Bog, rode out the Upheaval, and lives there in its pit lair still. Though Dreest is more powerful than ever, there is no longer any harm or terror in it, only a haunted solitude.

Bring the skull of a Floater and the skull of a New One to summon Dreest.

Onsama: The Krajin

A noble, mythic beast. In the story, the Krajin was the last of its kind, and died defending a lost Floating. The roar of the Krajin stirs the blood of Floaters.

The Idols of Strength and Surrender stir the Krajin.

Palomon: The Hall of Stories

This hall stores the earliest memories and history of the Floaters. Two keys are needed to open the secrets of the hall.

The New Ones and the Floaters each kept a key, a pair of artifacts they had to use to activate the Hall.

Tonal: The Dream Gate

Peering into the Dream Gate, seers enter a trance state that allows them to thin their awareness and spread it throughout the realms of the world.

To form the Dream Gate, use the Lunar Disk and the Solar Disk.

The Core: Memory of the Ancestors

This magical device allows communication with the ancestral Floater spirits that have collected here in the powerfully supernatural columns of The Core.

The Core was powered by three Taze Torii, but two were lost. Restore these, and the Core should function again.

Frenza: The Shrine of the Storm

The Shrine gives all creatures a place to strengthen their bond with the world, refining their flow of Tone and increasing their life force.

The Xaphen and the Xenog are used together to call the Shrine of the Storm.

Lethe: Disk of Time

It is forever unknown who created the Disk of Time or when it was made. When it is active, it generates an intense temporal distortion, slowing the local passage of time. It absorbs time into itself, aging thousands of years instantly when it is activated.

The Power Disk provides a huge source of power to the Disk, and the Sands of Time contain the strong mystic energy that gives the disk its power to distort time.

Mymus: Spire of the Dead

Thick with the spirits of the dead, this huge tower drifts through eternity on the ethereal plane. It can be brought into the other planes with an ancient ritual.

The lamps of the Living and Dead solidify the Spire of the Dead.

Morfid: Haunt of the Mad One

A living structure, built and raised by the Mad One, an early Floater who chose to pursue dangerous studies deep into the supernatural realm.

The Mad One constructed Tone Canisters to transport the magical fluid that gives life to Haunt. Use these canisters to restore the Haunt.

Norasten: The Span of Norasten

The Span of Norasten was a part of the Path, a ancient road that Floaters would journey along before the Upheaval. Floaters would take pilgrimages along the Path, which is fabled to be so long it would take a lifetime for a Floater to traverse it. At the markers of the Span was a pilgrim's refuge, a powerful place of safety.

The keys of the East and West open the Span.

NOTES

CREDITS

Designed by

Thomas Blom

Arthur DiBianca

Jason Templeman

Programmed by

Thomas Blom

Arthur DiBianca

Artwork by

Jason Decker

John Paul

Jason Templeman

Music and sounds by

Nenad Vugrinec

The Logic Factory West

John Landaker

Jay Templeman

Kristin Templeman

Tamsen Templeman

Todd Templeman

Testing and Design Assistance by

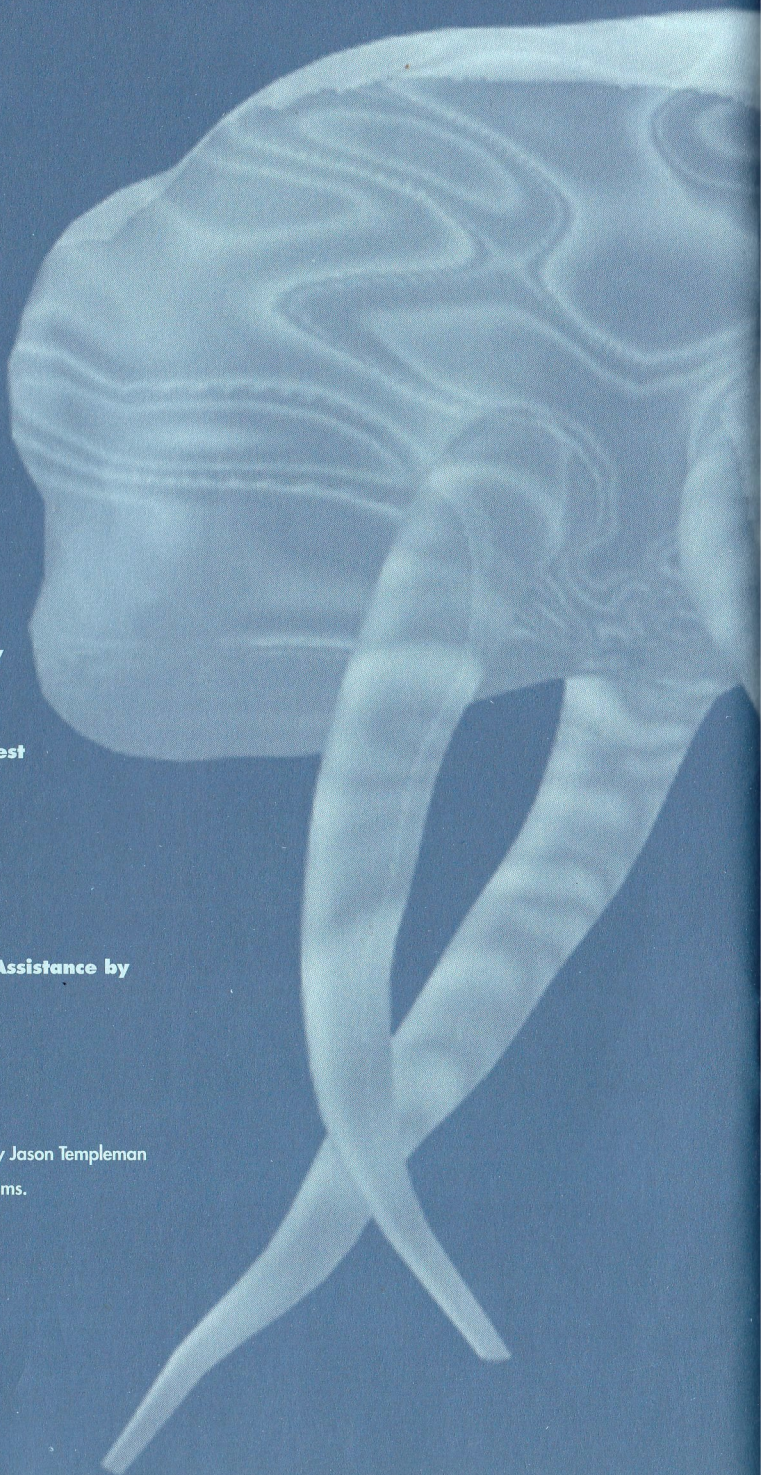
Ted Glick

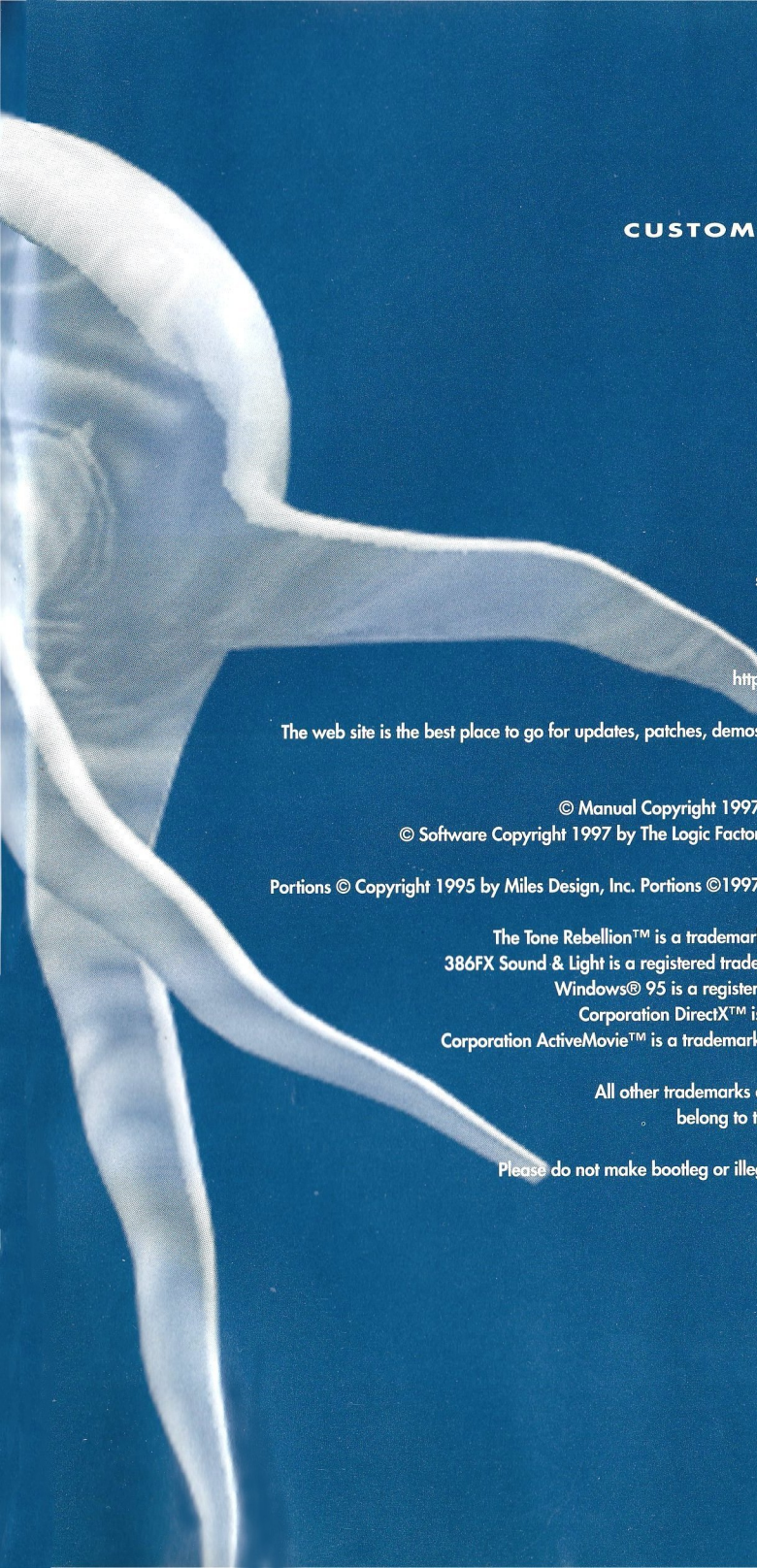
Dave Paul

Josh White

Michael White

This manual was written by Jason Templeman
and edited by J. Michael Sims.





CUSTOMER SUPPORT

Address

100 Dolores, #251
Carmel, CA 93923

Support Number

(408) 625-1004
M-F 9a-5p PST

Email

support@logicfactory.com

Web Site

<http://www.logicfactory.com>

The web site is the best place to go for updates, patches, demos, and special information.

© Manual Copyright 1997 by The Logic Factory, Inc.

© Software Copyright 1997 by The Logic Factory, Inc. All Rights Reserved

Portions © Copyright 1995 by Miles Design, Inc. Portions ©1997 by Microsoft Corporation

The Tone Rebellion™ is a trademark of The Logic Factory, Inc.
386FX Sound & Light is a registered trademark of Miles Design, Inc.

Windows® 95 is a registered trademark of Microsoft
Corporation DirectX™ is a trademark of Microsoft
Corporation ActiveMovie™ is a trademark of Microsoft Corporation.

All other trademarks and registered trademarks
belong to their respective companies.

Please do not make bootleg or illegal copies of this software.