

Zenfar

An Alien Science Fantasy CRPG by Dynamic Adventures Inc.

Installation

- 1) Double click on the My Computer icon and navigate to your CD-ROM drive.
- 2) Double click on the Setup.exe file and follow the on screen prompts.
- 3) Make sure that you have Direct X 6.1 or later installed.
- 4) Enjoy the adventure!

Welcome to Zenfar

Welcome to the world of **Zenfar**! Inside you will find a game filled with mystery and adventure. The Computer Role-playing Game (CRPG) **Zenfar** takes place on an alien plane in a sea of Aether known as the GigaDim. Long ago, the plane of Zenfar was populated by a race of simple humanoids: the Dwellers. These primitive peoples lived deep in the safety of natural caves that dotted the mountain ranges of their world. When, in the fullness of time, they began to develop shelters above ground, an alien race far superior to them drove them once again into the ground.

The alien race then proceeded to carve the plane into six sections by way of magnificent forcefields. These areas were each populated with it's own race, culled from places far removed from Zenfar. The humans, a carbon based race as our own, were the first to be deposited. Next the Throks, creatures made of living rock, were placed. The Zin warrior women, the Prizms (crystalline in nature), and the Psions (bio-mechanical constructs) were then transported to this plane. In the last compartment they placed truly wild creatures. The Alien Races left planning to return and harvest the humanoids and creatures for food and energy.

For generations, the forcefields remained strong, and the species remained divided. The Throk's however, commanding the power to manipulate the essence of Zenfar, granting them powers arcane, came to understand the fields, and with a mighty cry demolished all but one. This cry has since been known as The Chant.

The humanoids began to interact in a violent way. There were many wars, death, and destruction. Eventually the humanoids learned to live in peace together, however many of the weapons and abilities used in the wars still exist. Now, in a world still troubled by ancient anxiety, as the Throks prepare to utter one last Chant and rid the world of it's final barrier, the Aliens make their way to reap the fruit of their labor...

Alter Egos

Your journey begins with the creation of your Alter Ego. You may left click on any choice of Alter Ego and with each click a new set of attributes and skills will be rolled. As you generate your Alter Ego, the attributes and skills will change colors based on their value. White indicates a high value, green an average value, and tan a low value. A skill value of -15 indicates that the skill is unusable. When you have a set of values that are acceptable, click the Create button and enter **Zenfar**.

Implars and Defenders tend to be more balanced than the other professions, being able to access both combat skills and some powers. The other professions are highly specialized. **COZ Guards** are excellent at all forms of combat. While **Atunes and Wielders** have access to many powers.

Atune – are more able than other Alter Egos to tap into the essence of the plane of Zenfar and the Aether of the Gigaverse, an Atune is a powerful profession. But more than a profession, being an Atune is a way of life. The prime skill for a Atune is Essence Manipulation. Other skills of note include First Aid, Lore-World, Ancient Ways, Interaction and Unarmed combat. The prime attribute is Faith.

COZ Guards - are well rounded combatants. They can use many weapons and can handle hand to hand and ranged combat with equal skill. Prime skill is Ranged-Fired Weapons, other skills include: Notice, Melee Weapons, Stealth, and Unarmed Combat. Prime attributes are Aim and Perception. Clearly the Council of Zenfar Guards are the most effective marksmen on the plane of Zenfar.

Defenders - are able to withstand the physical stress of combat. A Defender can also summon the Essence of Zenfar to aid them. They are committed to defending their home plane. A Defender's skills include Essence, Melee Weapons, Unarmed Combat, Ranged-Missile Weapons, Ranged-Fired Weapons, Lore-World, Lore-Creature, Resist Flux, and Ancient Ways. Although the Defender is trained in many skills they do not possess the mastery in any one skill that other professions possess. The Prime attributes are Endurance, Willpower, and Agility.

Implars - are brave and powerful fighters. They are committed to the ruler or cause they serve. Implars have a limited ability to call on the Flux within themselves for both protective and offensive purposes. An Implar's skills include Flux, Melee Weapons, Impress, Ranged-Fired Weapons, Resist Flux, Ancient Ways, Lore-Creature, and Lore-World. Implars gain a bonus to Endurance and Agility making them deadly to those that oppose them.

Wielders - spend their lives learning how to use the Flux inside their being to unleash destructive and protective power. The prime skill for a Wielders is Flux Manipulation. Other skills include Resist Flux, Resist Essence, Notice, and Lore-World. Prime attributes are Intellect and Willpower. The raw power of Flux makes the Wielder a powerful way of life for an inhabitant of Zenfar.

Statistics

There are eight stats or ability scores. They are divided into four categories: Physical, Mental, Spiritual, and Social. The eight abilities are as follows:

- **Physical**
 - Strength - This is a measure of how physically strong and powerful your Alter Ego is. It is used to determine how much damage you do and to determine your chance of success in Unarmed Fighting. It also adds damage to Melee attacks and helps determine your chance of success in Melee combat.
 - Endurance - This is how physically tough your Alter Ego is. This is one of the main components in determining Health.
 - Agility - A measure of your Alter Ego's ability to strike an opponent with Unarmed, Melee, Missile and Fired weapons. Agility also determines the success of actions (such as Acrobatics) that require physical dexterity.
 - Aim - Your ability to hit targets with ranged weapons, includes some hand to eye coordination as well.
- **Mental**
 - Intellect - Ability to think and reason.
 - Perception - How well your Alter Ego can determine what is happening around them at any time. Used when entering a room or area. Also can be used to spot hiding or stealth individuals.
- **Spiritual**
 - Faith - Belief in a higher being and the ability to manipulate Essence.
 - Willpower - Force of will, the ability to do more than would normally be possible mentally and physically. Also the ability to resist mental (and some magical) attacks.
- **Social**
 - Beauty - This is a measure of overall physical appearance.
 - Repartee' - The ability to verbally interact with other individuals.

Health and Aether

There are also several figure attributes including: Health and Aether. Health is the amount of damage your Alter Ego can withstand before falling unconscious. Aether is a mystical fifth element that is found throughout the GigaVerse and can be used to create magical, mystical, and mental effects.

Health = Endurance + Strength/2 + Willpower/2

Aether = Willpower + Intellect/3 + Faith/3 + Endurance/3

Skills

There are 18 skills available to an Alter Ego they are: Unarmed Combat, Melee Combat, Ranged (Missile) Combat, Ranged (Fired) Combat, Impress, Notice, Interaction, Lore – Creature, Lore – World, Essence, Flux Manipulation, Resist Essence, Resist Flux, Stealth, Security Systems, Healing, Morphonics, and Ancient Ways.

Of these skills Unarmed, Melee, Ranged (Missile), and Ranged (Fired) Combat are all used automatically based on the type of weapon that your Alter Ego possesses. Impress is also used in combat to momentarily stun an opponent. This skill is accessed by selecting the Alter Ego, then right clicking on the person or creature you want to Impress (shock, stymie, etc.) and finally selecting Impress from the right click menu. If successful your party may get a few free attacks on your opponent or the chance to flee safely.

Skill Rolls

Skill rolls fall into two categories: rolls versus an opponent and rolls versus a difficulty rating.

<i>Difficulty Rating</i>	<i>Opposing</i>
Easy	5
Average	15
Difficult	25
Hard	30
Impossible	50

Skill List

Skill Name		Attribute 1	Attribute 2
Unarmed Combat		Strength	Agility
Melee Combat		Agility	Strength
Ranged (Missile) Combat	Aim		Agility
Ranged (Fired) Combat	Aim		Aim
Impress		Beauty	Strength
Notice		Perception	Perception
Interaction		Beauty	Perception
Lore - Creature		Intellect	Intellect
Lore - World		Intellect	Intellect
Essence		Faith	Willpower
Flux		Intellect	Willpower
Resist Essence		Faith	Willpower
Resist Flux		Willpower	Willpower
Stealth		Agility	Perception
Security Systems	Agility		Intellect
Healing		Intellect	Intellect
Morphonics		Intellect	Intellect
Ancient Ways		Intellect	Faith

Alter Ego and Game Controls

There are three ways to select the Alter Ego you would like to control. You can select a number 1-4 on the keyboard, select the Alter Ego's portrait, or left click on your Alter Ego when the mouse is in select mode.

Once selected you may view the Equipment, Statistics, or Skills of the selected Alter Ego by pressing on one of these selections in the Character Readout space.



In addition once you have more than one Alter Ego under your control you may select the group option by left clicking on the word GROUP above the Character area. When group is selected all appropriate actions (such as attack or movement actions) will be given to all of your Alter Egos at once.

While on the Equip page you can select the Armor (Aether Fields) and Weapons that you would like to ready for your Alter Ego by left clicking on them. A right click will drop the item. Left click on the current ready weapon or armor to unequip it.

Movement

Movement is done by selecting your Group or Alter Ego and then left clicking on the area of the map you want to move them to. If the mouse is in the Enter or Exit mode your Alter Ego will leave the map when they reach their destination. There is one movement option on the AI menu, you can select Walk or Run as your movement of choice. Run allows you to move at full speed, while Walk will never let you move faster than the slowest member of your group.

Combat

You can attack any person or creature in Zenfar, however you must live with the consequences of this action. Obvious hostile creatures and other enemies can be attacked by left clicking on them. You need only left click once to begin and continue your attack. People and creatures that do not appear hostile can only be attacked by right clicking on them and selecting Attack from the right click menu. There is an AI selection that allows you to take a combat stance (Offensive, Normal, Defensive) or Dodge.

Combat Stance

You may also choose a combat stance. This stance can be changed at the beginning of each combat round.

Stance

Defensive	-20 to hit	-20 to all opponent's attacks against you
None	No adjustments	
Offensive	+20 to hit	+20 to all opponents' attacks against you

Damage Multiple Table

After every successful hit, you get to roll on the Damage Multiple Table. This can turn an ordinary hit into a killing death blow!

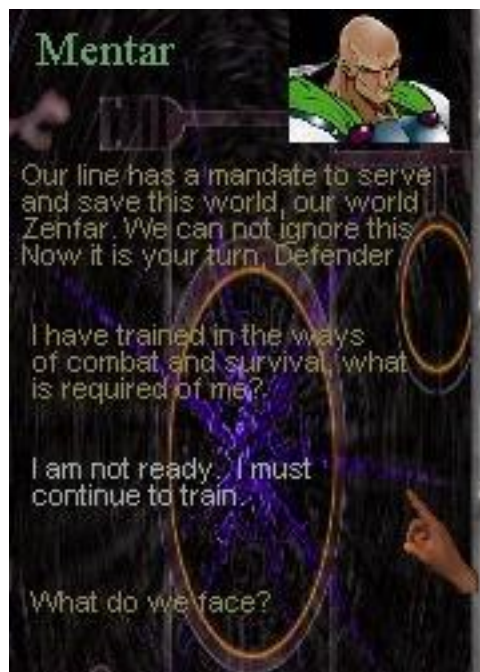
Damage Multiple Table

1 -73	x1	Damage (Hit)
75-89	x1 1/2	Damage (Power Hit)
90-95	x2	Damage (Super Hit)
96-00	x3	Damage (Critical Hit - <i>Also causes opponent to be stunned</i>)

Interaction

Interaction and conversation can take place in a number of ways. Some people will require a successful skill roll before they will communicate with you. Others will freely talk with

your Alter Ego, and still other will take the opportunity to attack you by surprise. Simply left click on the person or creature you would like to talk with. Hostile creatures require you to select Talk from the right click menu. They probably have very little to say. Once conversation starts read what the person you are talking to has to say and then pick an appropriate response or just walk away.



Powers

There are two main sources of power on Zenfar: Flux and Essence. Since Essence comes from Zenfar itself, it is benevolent in nature. Essence powers concentrate on healing and the transfer of power from one individual to another. Flux is generated by an individual's own body. Flux powers are most often used in combat situations to damage opponents or shield allies. Aether is the combination of Essence and Flux. It is this substance that is shown by the indicator bars next to your Alter Ego's portraits. You will normally only receive half of your bodies Aether capacity from rest. To reach full capacity you must utilize special items or machines know as Morphonic devices (and successfully use the Morphonics skill). All Alter Egos accept COZ Guards have access to some powers. To use them select the alter ego whose power you want to use and then right click on the target of the power (this may be themselves). Next select the power from the right click menu.

Number of Powers

The number of powers your alter ego has is equal to the power skill points divided by ten (rounded off to the nearest whole number) plus your alter ego's current *Sphere*. For example if you had 32 skill points in *Essence* and you had enough training points to be in the 2nd Sphere, your alter ego would have 5 Essence powers ($32/10 + 2$).

Essence Powers

Soothe - A minor healing power, it also brings a sense of calm and peace.

Transfer - Draws flux and essence for it's target and transfers them into the wielder of the power.

Heal - Provides healing of various wounds.

Stun - Stuns the victim, causing him to be unable to move for a brief period of time.

Flux Powers

Shield - Provides shielding to the target of this power. 1d5 worth of additional protection is provided including protection versus Essence and Flux attacks.

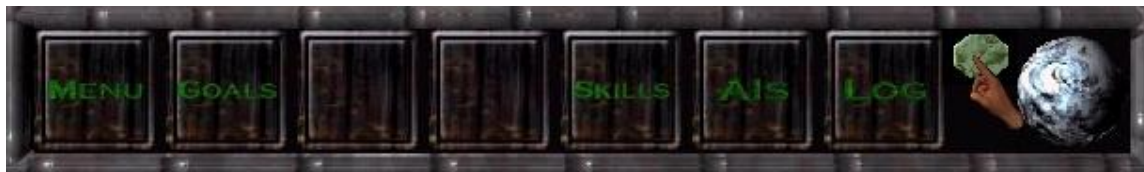
ManaBall - A powerful ball of Mana (a combination of Flux and Essence) shoots forth at the target of this power.

Freeze - Freezes the victim in place, causing them to be unable to move for a brief period of time.

Protect - Provides protection to the target of this power.

More Controls

There are additional options at the bottom of the screen that allow you to: pause the game (the green octagon), make critical skill rolls (the skills button activates Notice, Lore-Creature, and Stealth skills), view your goals, view your current AI selections, view a message log, activate items (left click on an item name from the Equip menu to make it active), and check an overview of the area you are in (the Aether Globe icon).



Credits

Dynamic Adventures Inc.

Game Design and Programming – Glen Martin

Artwork - Nicholas Damarico

Music Composition - Lars Djupegot

Additional Design – Brian Greeno

Additional Artwork – Glen Martin, AofD, Curt Barret, Danny Willis, Greg Crowfoot, Andrew Bell, Truman Brown, Christopher Subagio, and Damon Gaerloch

Voice Talents - Lars Djupegot, Kris Johnstone, Brian Greeno, Rick Baker

Testing – Eric Greeno