

The Green Myste

An adventure in the 'Lost Continent of Kaz'™ game series for your Zodiac

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Introduction

'The Green Myste'(TM) is a single-player role-playing game set in, below and above the city of Sanctis, on the Lost Continent of Kaz. The ultimate goal of the game is to find out how the Grim is capturing the minds and bodies of the citizens of Sanctis, and, once knowing this secret, defeating it.

You are Po'l, a hero of small but growing reputation born just twenty-one summers ago in a dirty cottage within the gated walls of Sanctis. Four summers ago you left the small city, taking the high road towards the Andelian mountains and leaving behind a birth-right as orphaned fisher-son (which, no doubt, would have left you last into the fisher's guild and first in line as swabber of decks and repairer of crab pots). A homecoming to a city in tumult and dire need, hardly how you had envisioned any return to your birthplace but what choice do you have? The prophets have chosen you and, besides, you could no more have ignored Sanctis in need than cut off your own right arm. With leaden heart you have returned to face a creature you have grown up listening to tales of but believing long dead. Every citizen of Sanctis grows up aware of the Grim. And how could they not? In the middle of the city stands the Grim's walled keep, his towers safely kept behind impenetrable doors. Not that anyone has been dying to get into the long silent Grim's Keep anyway; when last the creature walked the moon-lit streets of Sanctis two centuries past none were safe and always one or more pale corpses would be found in the gutters come morning. Most people had believed the Grim dead or imprisoned by some eldritch magic when his midnight walks had ceased. Unfortunately the Grim has awoken and somehow he is slowly taking control of the good people of the city.

Installation:

Upon purchase of "The Green Myste" you will take delivery of a single file called GreenMysteBegin.exe which you can run to begin the process of installing "The Green Myste". At that point you will unpack several files to a directory of your choosing and in this directory, you will see an Install.exe program that you can run to install the game to your Zodiac. Make sure your Zodiac device is attached to your PC and run Install.exe. You will select your user profile from the install menu and then select either the internal storage of your Zodiac or, if you have any SD cards installed, one of those. After you run install then you will be able to select "The Green Myste" from your Zodiac device to begin playing the game.

Getting Started:

"The Green Myste" has a very simple user interface. Using the joystick on your system will allow you to move forwards, backwards and rotate to your left or your right. Pulling back on the joystick while pushing left or right will cause you to sidestep in that direction. By default the game starts in a rotate to 90 degree angles mode as this is generally considered to be the easiest mode with which to traverse the world - you can, however, turn this mode off and travel in any direction you choose.

Action Button:

Once you have the hang of moving around in the world you will want to interact with the world, to manipulate objects, inspect them, etc.. To do this you use the red action button, which will do whatever makes sense in the current game context. If you are facing a monster then action will mean to attack with

whatever weapon is equipped. If you are looking at a door then action will mean open it. If you are holding a crowbar and you click on a loose grate then you will use the crowbar to try and pry the grate up. If you are in a menu then "Action" will select the currently selected and flashing text option.

Menu Button:

Like the action button, the yellow menu button is context sensitive. It will bring up whatever menu makes sense - usually this gives you options of inventory, file (save and load games), pass time, view the auto map, options, resume or quit. If you press menu again while in a menu then you will be taken out of the current menu unless the game absolutely needs an answer from you before continuing on.

Inventory:

When you enter buildings, find things on the ground or kill monsters and take their booty then those items will appear in your inventory. To access your inventory press the menu button and then select inventory by moving the joystick left and right until inventory is the flashing selection. Press the action button.

A box will open showing your body, # of meals you have, items your party have, how much gold you have, what 'level' of proficiency you have gained as an adventurer. Any items that you have in your inventory will be in small boxes at the bottom of the inventory display. Use your joystick to move the flashing box around in your inventory to select different items. If you have more than one of a given type of item then that item will have a number beneath it. To put away the currently held item then move to the spot in your inventory where there is a shadow in the shape of the item you are currently holding and press the action button.

To use an item you move the flashing box over it and press action. You will have the option to hold it, equip it if it is a weapon, wear it if it is armor, read it if it is a book, give it to party members or apply it to the currently held item. In this way you can do things like tie a rope and grapnel hook together to create a new item. When you press "Action" while in the world your currently selected item will be used on the currently viewed item.

Weapons:

The game will automatically equip the first hand to hand weapon you find as well as the first ranged weapon you find. After that you can go to your inventory and override the currently selected weapons by selecting them and then equipping them when you are asked what to do with a weapon. The game will automatically switch between ranged and hand to hand weapons for you as appropriate. You can give weapons to characters in your party by selecting them in the inventory and then electing to give them away to the appropriate party member. Using a ranged weapon requires ammunition that will automatically be used out of your inventory. A ranged weapon with no ammunition will have a small blue X placed over it.

Combat:

When monsters are within range then a press of your action button will always signify that you want to attack, using either your ranged or hand to hand weapon as appropriate. When the action button is pressed and held you will see a horizontal meter at the bottom of the screen. On the left hand side of the attack meter you will see an accuracy number which represents your percentage bonus to hit your opponent. On the right hand side of the meter you will see a damage number that represents your percentage bonus to the damage you will do, should you hit. If you want to gain accuracy more quickly at the

expense of damage then you can press left on the d-pad while holding down action. If you want to just gain damage you can press right while holding down action. Just holding down action will cause both accuracy and damage to increase. You can release the action button at any time to stop building your attack bonus or it will automatically release when the meter hits it's fullest extent.

After attacking you will see a vertical timer meter on the right hand side of the view port that signifies how long you will have to wait before you can attack again. Different weapons have different preparation times based upon their size and, in the case of a ranged weapon, how complex they are to reload.

Menus:

Menus in 'The Green Myste' are handled in the message box in the lower left hand corner of the screen. Your currently selected menu option will always be highlighted yellow. When a menu is up you will not be able to do anything but look at your inventory, put away your inventory and, of course, make a menu choice. Pressing the menu button will get you out of the current menu. The game is paused whenever you are in a menu.

Health:

The blue bar under your face and under your body in the inventory display signifies what percentage of your health remains. If your health bar becomes partially red or black then you have become infected with either red poison or the dreaded black death disease. When you gain levels you will automatically increase your maximum hit points as well as your current hit points in proportion to how healthy your character is at the moment.

NPCs:

You will meet many of the cities inhabitants as you wander her streets, shops and alleys. Some will offer to join you. Accept their offers if you think that they will be of some help in your quest. You may have up to two friends join you in the game.

Saving and Loading Games:

You may have up to eight saved games. To save or reload them bring up the game menu and select file. From here you can select saving or loading which is accomplished by selecting the slot you want to save in. The game comes with some saved games that show you some of the sights of the city as well as a game where a party has ventured into the first adventuring zone, the sewers beneath the city. You can use these saved games to see different areas in the city and to also quickly get into a combat situation. This is a great way to get a feel for the game without investing a lot of time. You may eventually want to restart so that you can build a different party, purchase different items with the gold you are given to start out with or to know that the characters you are playing are your own creations.

Shops:

Shops are generally different from other doors in the city because they will have a sign over them. Also, refer to your map to find where all of the major shops are in the city - the game auto-maps all shops you see and will build a legend for you.

World Objects:

As you wander around the world you can press the Action button to manipulate the things you see. The most obvious choice will be highlighted and flashing but if there are multiple choices then you will see a menu that allows you to go the next and previous items in the group of items that are in front of you.

Sometimes you will need to inspect an item, such as a barrel or a sewer pipe, before you manipulate it if you expect to find a treasure that may be hidden inside of it.

Gaining Levels:

As you and your party adventure in the world you will become more powerful as you become more skilled. Whenever you have gained enough experience to have reached another plateau as an adventurer you will be asked if you want to increase your strength, speed, dexterity, constitution or dodge abilities. Increasing your strength will increase the amount of damage you do in hand to hand combat. Increased speed will decrease the amount of time you wait between attacks. Increasing dexterity will improve your chances of hitting a foe in combat. Increased constitution will increase the amount of physical damage you can sustain before falling into a coma. Lastly, increasing your dodge ability will improve your chances of dodging an attack when in combat.

Options:

There are two options that you may want to try toggling to suit your playing style. Both options can be reached from the main menu by selecting the options selection. The first option gives your party members the ability to dip into the common inventory to share healing potions of all kinds whenever they could use one. The other option allows free roaming ability. By default "The Green Myste" will turn the camera in 90 degree rotations whenever left or right are

pressed. Some players will prefer having the ability to travel at any rotation and can do so by toggling this option.

Troubleshooting:

The Green Myste has gone through an extensive play testing and debugging schedule so the game you hold in your hands should be perfect! That said, if you do ever actually encounter a bug then we would greatly appreciate it if you could send us an email at technicalSupport@GreenMyste.com. Please include a detailed description of the problem as well as a detailed description of how we can repeat the problem (very important!) and anything else you might think is relevant.