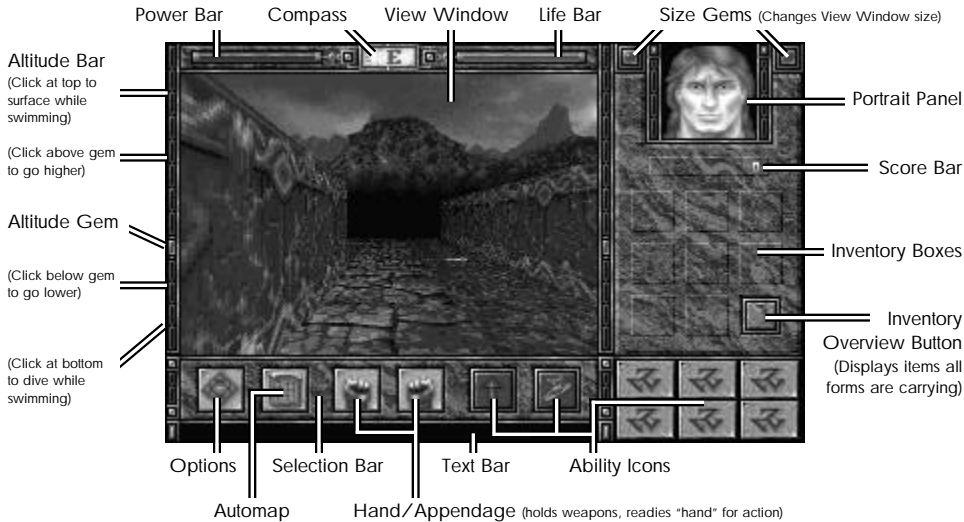




# REFERENCE CARD

## MAIN GAME SCREEN



**WALKING, RUNNING, SWIMMING.** Press and hold **left mouse button** while cursor is in View Window. The farther from the center of the window your cursor is, the faster you move. The shape of the arrow determines direction.

**JUMPING.** Press the **right mouse button** while JUMP icon is selected and the cursor is in the View Window. Your speed determines how far you jump.

**COMBAT.** **Left-click** on a hand, foot or other attack icon to activate it, then **right-click** on your target.

**PICKING UP AND DROPPING OBJECTS.** **Right-click** on object to pick it up.  
**Right-click** near bottom of View Window to drop object.

**USING THINGS.** Activate icon or hand-with-object by **left-clicking**, then **right-click** cursor over target.

**OPENING AND CLOSING.** **Right-click** on object.

**CURSORS.** *White Arrow* inside View Window. No option is currently selected.

- *Black and Red Crosses* Hand/appendage is selected.
- *Orange and Black Circles* Ability is selected.
- *Glowing Blue Cross* Ability is selected.

# KIRT AND HIS METAFORMS

Abilities in bold face type do not use Power.

## KIRT



## MAORIN



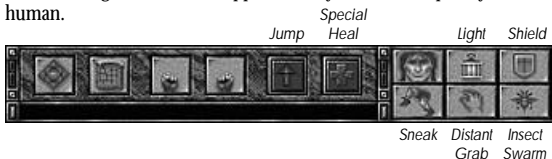
Faster, can stand more punishment and can deal out much more damage than a human. Drowns quickly.



## CAUN



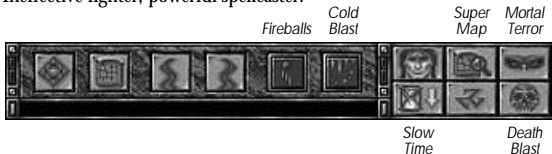
Ineffective fighter, but heals approximately 10 times as quickly as a human.



## OPSIS



Ineffective fighter, powerful spellcaster.



## KAHPA



Surprisingly tough, can breathe underwater. Good in hand-to-flipper combat.



## SSAIR



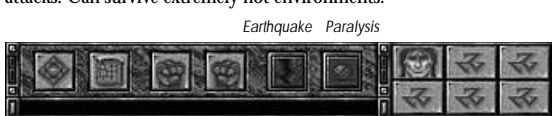
Can both take and inflict enormous damage. Has a powerful tail attack.



## GROST



Can punch through some stone walls. Almost impervious to physical attacks. Can survive extremely hot environments.



# KEYBOARD CONTROLS

Use of the mouse may be supplemented by the following keyboard commands:

## Mouse

Left Click

[Enter]

Right Click

[Spacebar]

## Game System

Toggle between Normal mode and Mega mode

[Tab]

Options

[F1]

Sound

[F7]

Music

[F8]

## Movement

Fly/Swim Down

[-]

Fly/Swim Up

[+]

Move Ahead

[↑]

Turn Left

[←]

Turn Right

[→]

Back Up

[↓]

## (Keypad)

Move Ahead

[8]

Move Ahead Left

[7]

Move Ahead Right

[9]

Turn Left

[4]

Turn Right

[6]

Sidestep Left

[1]

Sidestep Right

[3]

Back Up

[2]

## Selection

Up

[E]

Left

[S]

Right

[D]

Down

[X]

Open/Close

[O]

Pick Up/Put Down

[O]

Automap

[F2]

Left "Hand"

[F3]

Right "Hand"

[F4]

First Ability

[F5]

Second Ability

[F6]