

KULT

LOADING THE PROGRAM

Atari ST/STE

Insert disk into drive A: and switch on computer. Select KULT.PRG icon.

AMIGA

Insert disk in DF0: and switch on computer.

P.C.

Boot up DOS, insert disk in drive A:, type ERE and press RETURN.

YOUR MISSION

Take part in the five ordeals, find your friend Sci-Fi and smash the Protozorq plot .

HOW TO PLAY

- To freeze the game momentarily, press ESC. Restart by hitting any key.
- The Master of Ordeals (a Protozorq in a fetching mask) will hand you an object which could come in handy! He will instruct you to go to a specific Ordeal! You can obey if you want to.
- The ordeals have begun and you have 1 hour to place 5 Vort Skulls in the changer to win the illustrious status of a DIVO!

USING THE MOUSE

CONFIRM

(With mouse Click or space bar) to activate your cursor. The Indicator, bottom right will flash when it is your turn to act.

MOVE

A text zone will translate what you explore, make sure you take in everything.

MOUSE CURSOR

The cursor will turn RED when situated on a valid zone, and changes shape according to the actions you can do.

CIRCLE WITH RAYS.....Basic cursor. There is nothing special here.

FINGER.....Choose ideas on your brain.

CROSSED ARROWS.....Indicates possible exits.

ARROWS IN CIRCLE.....Indicates something to look at or manipulate.

HUMAN FIGURE.....Select or act on character.

EMPTYING GOBLET.....Full goblet ready to be emptied.

FLY.....Move this to where you wish to go with "sticky fingers" power.

OPEN HAND.....Place this on what you wish to manipulate with "psy shift" power.

THE ICONS

On the right-hand side of the screen you will find the icons needed to play.

1



1 OBJECTS: Icon changes colour when object available in the current room.

Confirm this icon to open a window containing any objects available for taking. If you leave an object somewhere, you will be able to pick it up again when you return unless someone else has decided to take it.

2



2 PSI POWERS: Confirm this icon to access your special 8 powers. The powers will give you the winning edge in many situations. Do not over-use these powers as it will reveal to others your identity as a Tuner. (Not popular with the Protozorqs) Each time you use your powers your psi-energy reserve will diminish.

3



3 WAIT: If the best thing to do is wait, confirm this icon and time will pass.

4



4 YOUR OBJECT: Displays current inventory. To use an object, click on it and choose from one of the brain options. Some options (throw, give, etc) you will have to designate the "Target" of your action.

5



5 PSI ENERGY: Weak pulsations mean reserves are low. No Psi energy means no psi Powers, so go easy with Extreme Violence! The icon flashes when the psi energy reserves drop significantly or when they are insufficient for using a power.

6



6 LOAD: To load a previously saved game; insert the saved game you wish to play and click on the load icon. The game will restart from where you saved it.

7



7 SAVE: To save a current game. Insert a clean formatted disc and click on the icon. The game will automatically save.

8



8 TIME: Displays time remaining for you to get the 5 Vort skulls into the changer.

9



9 INDICATOR: Flashes when its your turn to act: click and control the cursor.

THE ICONS (CONTINUED)

PSI POWERS : Confirm this icon to access the 8 powers.

- | | | |
|---|---|--|
| A |  | A. SOLAR EYES: Switch on this super-vision power to see in the dark. |
| B |  | B. STICKY FINGERS: Enables you to walk on walls. Confirm this icon and choose where you want to go with the cursor. |
| C |  | C. KNOW MIND: Read other characters' thoughts by putting the cursor on them. |
| D |  | D. BRAINWARP: Temporarily stupidize your enemy by putting the cursor on them. |
| E |  | E. ZONE SCAN: Some objects may be invisible to the naked eye. Zone Scan will inform you of anything hidden in a particular room. |
| F |  | F. PSI SHIFT: Move small objects just by looking at them! Protozorqs, unfortunately, do not count as small objects |
| G |  | G. EV: Extreme Violence. This power will turn you into a formidable warrior. Choose an unsuspecting victim with the cursor and unleash your power. |
| H |  | H. TUNE IN: Enables you to link-up with the Tuner Network Centre controlled by Gauss (top left of screen). He can suggest ideas for getting out of very difficult situations although his telepathic messages may seem strange. |

CONFIRM (click or space) when the cursor is on an element or character whom you wish to act upon (inspect, talk to, attack, etc), the BRAIN will then appear. This is your Tuner's grey matter; it contains ideas which come to mind in particular situations.

MOVE THE CURSOR from one idea to another. At the bottom right, a text zone translates the idea.

CONFIRM any idea you wish to try.

SOME THINGS you'll meet in the Temple of Flying Saucers :

PROTOZORQS	The Mutant People of the Temple! They hates Offas (You)!
MASTER OF ORDEALS	High dignitary of Protozorqids. His task is to organizes your 5 Ordeals.
PROTIZM HARSSK	Religious and political leader of Protozorqs.
THE PRIESTESSES	Guard the Books and intercede with Deilos for the People of the Temple.
ZORQ	Protizim is sure that Zorq is back with the component for the Spawnomatic.
SAURA	The High Priestess who holds the Blade of Sacrifice.
VORTS	The first of Zorq's mutation experiments. A mistake!
DEILOS	The Power in the Abyss, temporary God during Zorq's absence.
DIVO	Succeed in the 5 Ordeals and you become a Divo, messenger to Delios!
ASPIRANT	You are an aspirant, hoping to attain the status of Divo.
THE 5 ORDEALS	You go into the Ordeals, overcome difficulties and win a skull. Insert 5 skulls into the changer in under an hour, and you become a Divo!
THE EGG	Awarded to the Aspirant who places the 5 Vort Skulls in under an hour.
THE SECOND LEVEL	Where Saura and other Priestesses go about their sacred duties.
SCI-FI	Your friend. She is a prisoner somewhere in the Temple!
GAUSS	Amplifier links you telepathically to nearest Tuner Network Centre.
HOLO-HOLO	To get an uplifting message from Protizim Harsk, hook into a Holo-Holo.
TURKEYS	They adore the Priestesses.
THE CHANGER	Situated in the Master's Orbit. This is where you leave skulls. You also have the oportunity to exchange one of your objects for another of your choice.
ZAPSTIK	Awesome weapon that all Protozorqs carry.
THE BURN	Hideous catastrophe that plunged this world into the nightmare.