Vangers
Manual

What to Do If You Have a Defective CD

Should you have a defective CD, please return the CD only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement CD will be provided upon our receipt of the defective CD.

Always make sure to include your name, address, and daytime telephone number with any correspondence.

Questions or Problems

If you have difficulties with this game and cannot find the solution in this booklet, please call our Technical Support Line at (919) 461-0948, 9 a.m. to 9 p.m. EST Monday through Friday, and a member of our support staff will assist you. We will be best able to help you if you are at your computer when you call.

You can also obtain customer service online. We can be reached as follows:

Email: techsupport@imagicgames.com

Web: http://www.imagicgames.com

Interactive Magic and the Interactive Magic logo are trademarks of Interactive Magic, Inc. All other companies or products mentioned herein are the property of, and may be trademarks of, their respective owners.

Contents

The Legend of Vangers

Human Expansion

At the end of the 20th century, the unification of scientific and esoteric knowledge, which had long been separate and antagonistic, occurred. This was initiated by certain human Spirits who achieved transcendental contact with powers resembling an Infinite Mind. The Infinite Mind had long been foretold and anticipated by some; denied to exist by others.

The time was right, and the information gained from the contact—the theoretical principles of which were completely unknown—could be used successfully in real life.

The technology that had the most dramatic impact on human evolution was the permanent tunneling of space: the creation of so-called Passages which enabled travel to alien worlds. Humanity's age-old dream of traveling to the stars became reality.

A cosmogonical model of the universe, with its planets, stars and galaxies, became unnecessary. The Passages opened ways into zones whose formation was completely unrelated to the scientific concept of metagalaxy. Building and activating a Passage required enormous amounts of energy and its destination point was impossible to predict. After activation, a Passage became virtually autonomous, connecting two worlds.

Humankind rushed headlong to the new worlds, exploring and colonizing, unthinking and heedless of any consequences. While the finest minds assimilated knowledge from the new worlds, others bent on conquest rushed forth with vehicles of mass destruction.

These explorers were uncaring of the philosophical aspects of contact with other civilizations. Secure in the knowledge of their superior intellect, humans expanded and conquered new worlds for a hundred years. The entire human culture was significantly distorted under the impact of the rapidly growing Chain of Worlds. Without even completing the reconnaissance and

development of one world, the explorers would start building a new Passage to the next. Fortunately, only a minority of the new worlds became part of the Chain, since the environment on many of them was extremely hostile to humans.

Inevitably, the explorers' disregard and conceit reaped their just rewards.

First Contact

The Cryspo were entirely unfamiliar; nothing like the ugly little humanoids flying UFOs of 20th century imagery. The collective mind of a Cryspo colony was totally unintelligible to the humans with their individual psyches. The colony's flawless mechanism closely resembled earthly nests of insects. The appearance of the explorers from the Passage was initially overlooked by the colony, preoccupied as it was with its primary function of territorial control. Conversely, the advance guard of explorers immediately started slaying these strange beasts, as they had done in similar circumstances so many times before. The consequences of this slaughter were catastrophic.

By the time people realized their technological inferiority to the new enemy, the Cryspo had managed to enter the Passage and had discovered the new, unclaimed territories. Initially they ignored the human settlers, although they did exterminate anyone foolish enough to get in their way. Disunited and defenseless, the settlers managed to seal off major cities, leaving the rest of the world to the Cryspo. Events progressed rapidly, and the Passage to Earth was destroyed, leaving millions of the Softie (as they were later to be known, owing to their physical helplessness) isolated with the Cryspo. Soon, the Cryspo sprang a new surprise: the human body served extremely well as biomass for their larvae.

The Clash

The rapidly decreasing Softie population attempted a last counter-stroke inspired by the Infinite Mind: genetic intrusion. This successfully drove the Cryspo back and, as the epidemic threatened to harm the Queen of their colony, the Passage to the Cryspo home world, Cry, was blocked.

The genetic intrusion unleashed during the clash between the Softie and the Cryspo resulted in a combined genetic structure. In the following generations, biomolecular chaos erased all the original Softie and Cryspo and formed the sinister Bouillon of Spawn. The majority of them had no chance of survival but after a while, three basic varieties of the species—the bios—began to form from the diversity of mutant Lostie. They were all characterized by a similar metabolism and psychobiological uniformity.

The Cryspo anatomy proved to be more advanced and better suited for the local habitat; the Softie complex nervous system proved superior in terms of versatility. The Lostie inherited these characteristics from their ancestors. The four basic worlds of the Chain are now inhabited by the three bios, whose diversity traces back to the functional division of a Cryspo colony.

The Cryspo

The Cryspo colony encountered by the pioneer Softie appeared to be a highly organized collective mind of insectoid organisms. However, all was not how it seemed. Only one division of the Cryspo manifested intelligence, and the Softie remained ignorant of their existence. It was the Larvae—subterranean creatures—incapable of fast movement and relatively weak, who ran the colony. A complicated system of scents was used to control the other divisions of the colony.

These worm-like bearers of mind were at the top of the colony hierarchy, with the Queen at their head. The Queen did not possess her own consciousness or identity; she merely integrated the mental primitives of the Larvae. Human individualism was alien to her intrinsically collective mind.

Territorial expansion of Cryspo was highly organized, and began with the invasion of the Queen's satellites—the Larvae—into the area to be occupied. The Larvae controlled the Cryspo combat troops from deep underground by generating pheromones. The Larvae consisted of a simple biological structure with a slow metabolism which resulted in a life span lasting eons.

All the creatures in the universe live according to their inherent nature. The Softie possessed a restlessness of mind and spirit that urged them to ceaselessly search for their raison d'être. Cryspo were free from such high matters: their leading strength lay in the integration of diverse beings by the Queen in a complicated but well-organized biological system.

The Clash extracted these drives from both Cryspo and Softie. The few bios produced during the Bouillon of Spawn capable of physical survival inherited a combination of racial instincts producing obscure urges which had lost any meaning.

The Lostie

During the Clash, while defending themselves from the ferocious Cryspo, the last generation of the Softie built underground enclave cities—escaves—which became home for their descendents, the Lostie. Although the Lostie inherited their brains from the Softie, their subconscious integrated many weird psychic features of their Cryspo ancestors, which emerged as somewhat bizarre behavior in the mutants. It is the influence of these instincts that

has resulted in the bios existing in urban communities—the bunches. They endlessly practice cult rituals, the only reason for existence they have. The bunches have survived only by strict adherence to the conservation laws that developed over time.

A bunch cycle consists of several stages, each of which is closely connected to the physiology of one of the bios. The completion of each such function depends on the scent of a particular Larva which serves as a catalyst. The complicated Cryspo mechanism of controlling the colony through a system of scents evolved into a sophisticated cult, practiced by the Lostie. It involved great reverence of and addiction to the scents of the now hidden and unfathomable Larvae who still slowly crawl underground, disunited without their connection to the Queen, lost long ago when the Passage to Cry was sealed.

Present

It is now a thousand years after the Clash. The Lostie have stabilized and formed aberrant tribes of inbred creatures. Living on the rubble of powerful and ancient civilizations, they practice endless cult cycles in an attempt to establish a rationale for their existence.

The player belongs to the clan of Vangers—explorers, warriors, traders and pirates—in a world that is only just beginning to wake up from the oblivion. The strange Worlds of the Lost Chain emerge as time passes. They are full of mystery, weird inhabitants and dangerous competitors. Eventually, it will be revealed that the Clash between the Softie and the Cryspo was not coincidental: the weird history of the Bouillon of Spawn had been planned by the Infinite Mind specifically to develop a new type of warrior—the Vanger...

Getting Started

System Requirements

The following minimum system configuration is required to run *Vangers:*

- Pentium 133 MHz (Pentium 200 MHz or better recommended)
- 16 MB RAM (32 MB RAM or more recommended)
- 50 MB free hard disk space (200 MB recommended)
- Windows 95 or Windows NT 4.0+ and 100% DirectX compatible drivers
- SVGA video card
- 4x CD-ROM drive (8x recommended)
- Microsoft compatible mouse and driver
- Windows 95 compatible sound card

Installation

You must install *Vangers* on your hard drive. You cannot play the game directly from the CD-ROM.

There are two options for installation: Normal and Full. Both installations run the game well, but the more information stored on the hard drive, the better the game runs.

Vangers is designed for Windows 95 and features an AutoPlay-enabled CD-ROM. AutoPlay simplifies the installation of multimedia and gaming titles under Windows 95 by providing instant access to the most common options for the title. An installation menu is displayed to guide you through the installation process.

If you prefer, *Vangers* can be installed manually. Select the *Start* button, then *Settings,* then *Control Panel.* In the Control Panel window, double-click the *Add/Remove Programs* icon.

In the Install/Uninstall window, click *Install.* Insert the game CD into the CD-ROM drive.

Follow the on-screen instructions.

DirectX 5.0 Setup

The installer program checks whether your system is compatible with DirectX and, if it is, offers to install DirectX 5.0.

If you already have DirectX 5.0 on your system select no; if you do not have DirectX 5.0 on your system, or do not know, select yes.

About DirectX

Many games and other Windows 95 programs use DirectX, a standardized set of tools which allows programs to communicate with and control your system's hardware. DirectX-based programs use DirectX 'drivers' to perform many functions, such as painting graphics to the screen or having your sound card play music and sound effects.

When configured correctly, DirectX 5.0 allows all DirectX-based programs to use the same set of drivers to perform these functions. When DirectX drivers are not configured correctly, some of these functions may not work.

If your DirectX drivers are not configured correctly, the most common result is you are able to start the game, but as soon as you try to perform any actions or use any options, the game halts or crashes. Alternatively, you may experience an immediate crash as soon as the program begins to display graphics, or you might receive a warning message about your video mode.

Should you have any troubles with DirectX installation or its start-up initialization by *Vangers*, you should contact your hardware vendor or call Interactive Magic's Tech Support line for assistance in diagnosing which hardware components in your system are causing the trouble and how to get help correcting their setup problems.

Beginning a Game

Vangers is a combination of several game concepts, offering multiform gameplay based on unbound real-time action. Play takes place in strange worlds of the future which emerged as a result of the Clash between the Softie and the Cryspo (see "The Legend of Vangers" on page 7).

To play *Vangers,* the CD must be inserted in your CD-ROM drive.

Main Menu

Begin *Vangers* by selecting the *Start menu,* then *Programs,* then *I-Magic Games,* then *Vangers,* and finally the *Vangers* icon. Watch the introductory video or press *Esc* on the keyboard to go directly to the Main menu.
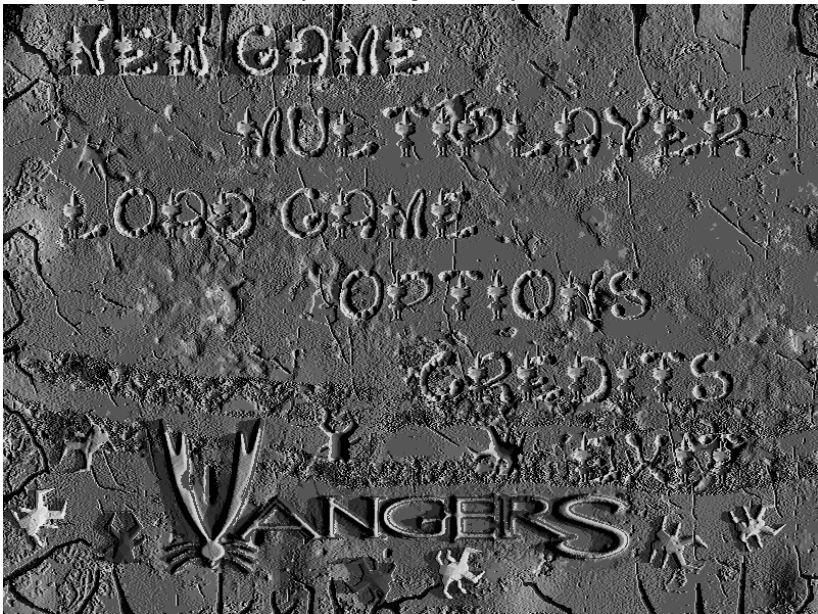
Main Menu

Beginning a New Game

Before entering a new game you may wish to customize the Options (see page 17).

1. Select *New Game* from the Main menu.

2. Use the scrolling arrows to move forward and backward through the opening dialog.

3. Select the *Beeb* button (that strange multi-legged, pincered creature) to begin a game.

The game loads and the opening screen is displayed: the escave Podish, with Counselor Leepky awaiting your input (see "How To Play" on page 19).

Remember! Knowledge is a vangerous thing and staying alive is good.

Multiplayer Play

Vangers can be played either over a LAN (local area network) or over the Internet.

To join a multiplayer game as a Guest:

1. Select *Multiplayer* from the Main menu.

2. Select *Player Setup*, click below *Name* then type in a game name and press *Enter* on the keyboard. Select a color by clicking below *Color* until your choice appears.

3. Return to the Multiplayer options by selecting *Back*.

4. Select *Join Server*.

5. Choose *LAN* or *Internet*, as appropriate.

6. Select the game you want to join.

To initiate a multiplayer game as a Host:

1. Select *Multiplayer* from the Main menu.

2. Select *Player Setup*, click below *Name* then type in a game name and press *Enter* on the keyboard. Select a color by clicking below *Color* until your choice appears.

3. Return to the Multiplayer options by selecting *Back*.

4. Select *Create Server*. The Identification screen is displayed.

5. Click below *Name* and type a name, then press *Enter* on the keyboard. Click below *Password* and enter a password in the same way then click *OK*. The Server Info screen is displayed.

   The password is used to distinguish players with the same name in the record tables.

6. The server name and game are listed. Click on the name of the game to access the Select Game screen.

7. Select a game to view the parameters for that game. Leave the defaults or customize the settings, then select *OK*.


Game Parameters Screen

8. The Server Configuration screen is displayed. Select *OK*, the Server Info screen is displayed.

9. Click *Start* to begin the game.

NOTE: When *Team Mode* is *ON,* all players with the same color are on the same team.

Multiplayer Chat

Before a multiplayer game begins, and during a game, it is possible to communicate with other players using the *Chat* option. Access the Chat Room during a game by pressing *F12* on the keyboard.
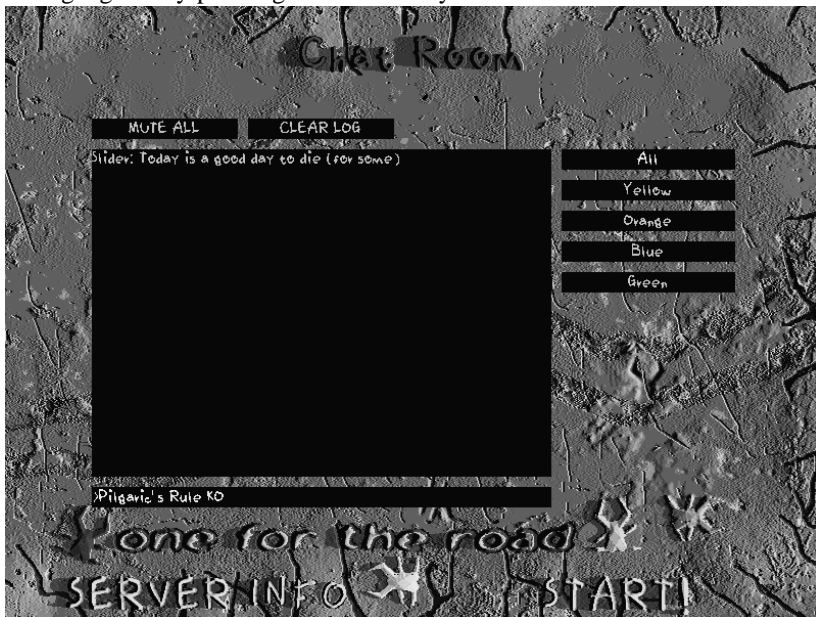
Chat Room Screen

List: Use the list on the right-hand side to select the recipient(s) of your messages. Click on the color of the team to whom the message is to be sent, or select *All* to send to everyone.

Mute All: Select to not receive messages from other players.

Clear Log: Select to delete all messages logged so far.

Type a message and press *Enter* on the keyboard to send it.

Loading a Saved Game

You can continue playing a previously saved game.

Select *Load Game* from the Main menu then select the game to be loaded from the saved game list. The game is automatically saved every time an escave is entered. Select *Autosave* from the saved game list to load the automatically saved game.

The game loads and play continues.

Options

The options menu allows you to customize the world environment and game play choices. There are three sections:

• Graphics:

Toggle the various options by clicking on the selection.

Graphics Options

Tips: Toggle on to receive hints during the game.

Memory: Choose either Excellent-32 MB or Good-16 MB. In 32 MB mode all three camera options (see page 28) can be turned on simultaneously and a screen resolution of 800 x 600 can be selected. It is not advisable to select 32 MB mode if the computer has less than 32 MB.

Screen: Select a screen resolution of either 800 x 600 or 640 x 480 (only the latter is available if running in 16 MB mode).

Deformable Landscape: When enabled the mechos visibly crushes any surface it clashes with, leaving dents from falls and other impacts.

Keep all Terrain Changes: All visible changes to the terrain are recorded. To remove changes, select *Clean Up!*

This option is resource intensive and should only be selected when using a very fast hard disk.

- Sound:

    Toggle the various options by clicking on the *ON* or *OFF*, and change the slider bar level by clicking on it.
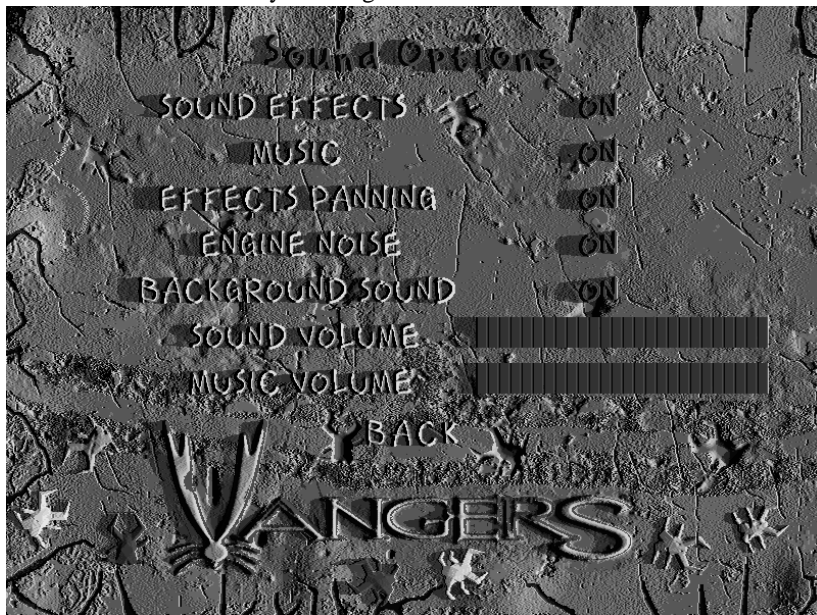
Sound Options

- Controls:

    The preset keyboard defaults (see [page 35](#)) can be customized. Select *Customize Controls* then select the keyboard control to be changed; then press the replacement key. Scroll through the list by using *Back* and *More* and restore the default settings by clicking *Restore All*.

    For example, to change the "Turn over right" control from *Page Down* to *R*, scroll through the list until "Turn over right - Page Down" is displayed. Click on *Page Down* then press *R* on the keyboard.

Credits

To view the credits, select *Credits* from the Main menu, then select *Interactive Magic, Buka Entertainment* or *KD Lab Game Developments Company,* as appropriate.

Exit

To exit *Vangers* and return to Windows, select *Exit* from the Main menu.

How To Play

Vangers exists in a space and time far into the future. The Lost Chain of Worlds is a series of domains connected by Passages. Each world is classified as either basic or secret. Passages to basic worlds are depicted by 12-rayed stars; Passages to secret worlds by 6-rayed stars.

A Vanger's life involves a mixture of various activities: armed exploration of huge, uncharted worlds; racing in mechos; hunting or being hunted by fellow Vangers on the surface, in air, on and under water, and underground, all occurring in areas rife with traps, hideouts and lots of shooting—not to forget the exploding vegetation, otherwise known as stinkhorns.

A Vanger needs to climb the social ladder and become the luckiest and most dominating warrior in the worlds.

Play begins on Fostral, with the simplest mechos and weapons available. The main aim is to obtain the key to the Passage leading to Glorx. The key is not some material object that can be won in a fight or picked up from the ground; it is knowledge imparted by a counselor.

To reach this goal, a Vanger needs to win the ritual race of Podish, the Eleerection, twice. Between races, a Vanger can either wait in Incubator or spend time exploring the world, trading to increase the beeb balance, fighting other Vangers to steal cargos, or fulfilling tabutasks to increase luck and earn beebs.

On Glorx, the social system of the Beeboorats is grim indeed. Entering an escave without the authentic token, Rubbox, results in enslavement and the confiscation of all money, equipment and mechos. Any unconformity to the rules is punished by degrading a Vanger to the start level.

To receive the next key, for travel to Necross and later to Xplo, orders must be strictly adhered to and tests passed regarding information gleaned during conversations with counselors.

When access to the four basic worlds has been achieved, a Vanger can then concentrate on digging for cirt (very beeb-worthy) and penetrating the secret worlds to discover the ultimate purpose of life, the universe, and everything.

Escaves

Life for a Vanger begins in Podish, one of the escaves on the world known as Fostral. The counselors who live in the escaves provide information and missions. In the store, which is only available in an escave, mechos (the vehicle of a Vanger), weapons, wares and other goodies can be bought or sold.
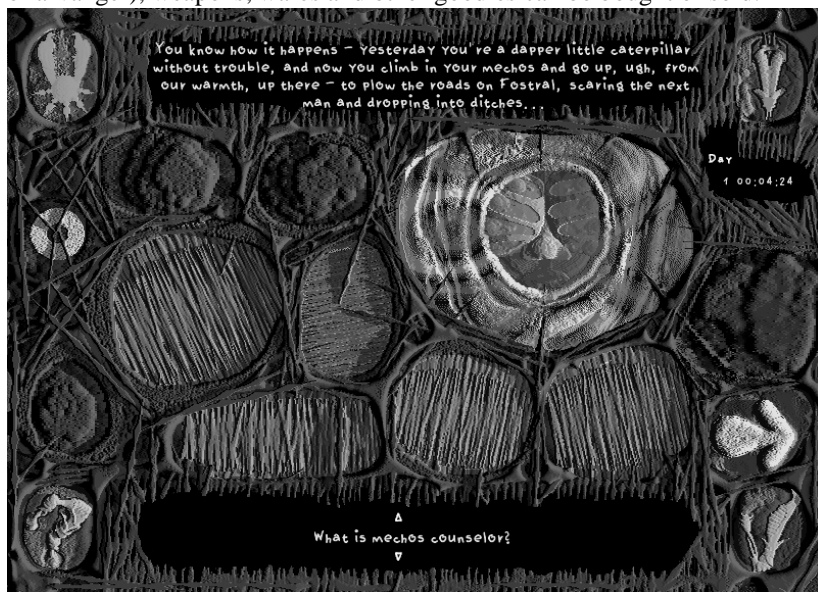
Podish with Counselor Leepky in residence

There are two dialog boxes in an escave: the counselor's at the top and the Vanger's at the bottom. Be warned: counselors are frequently rude and insulting and occasionally lie; persistence and a thick skin are necessary qualities for a Vanger.

Sometimes a counselor may give an item to a Vanger. To pick up the item, click on it then go to the Trade screen (see) to place the item in an inventory bay.

The global clock is always ticking; time does not stand still in an escave. There are three cycles which govern the Vanger's universe and they are named differently on each basic world. The time it takes to complete a cycle varies and can be expedited by delivering the appropriate cirt.

The coloring of the world varies depending on the current cult cycle. Determine the current phase of a cycle by painting the walls of the escave—in Fostral when they can be painted white it is the beginning of the Plump-up and time to transport an eLeech from Incubator to Podish.

Buttons in an Escave:

***Beeb* button:** Click to go up to the world's surface (see page 27).

***Next* button:** Read what the counselor has to say, then click here to receive more dialog.

***Disk* button:** Access the saved game list by clicking here. This icon appears in a different place in different escaves.

To save a game, enter a name and click the *Check* button. To return to the escave without saving, select the *X* button.

***Trade Arrow* button:** To enter an escave's store, click here (see page 22).

***Query* button:** Select to display a list of possible questions in the Vanger's dialog field. Scroll through the list using the up and down arrows.

***Check* button:** To ask the question displayed in the Vanger's dialog field, select this. The counselor's reply (not always polite) appears in the upper dialog box.

Counselors

Counselors live in escaves, and the information they impart contains many pointers regarding what there is to do and the history of their world, as they know it.

To ask about something in particular, click the *Query* button then scroll through the list using the up and down arrows in the lower dialog box. To ask about the item which is displayed, click the *Check* icon. The counselor's reply is displayed in the upper dialog box

On occasion, counselors ask Vangers questions. When this occurs all possible responses are listed in the query list. Scroll through to decide which response to give, then click the *Check* button.

Counselors are screened by sliding shutters. An enterprising Vanger looks out for items the counselor may keep around his person, as a quick click may provide great gains.

Trade

A substantial part of a Vanger's life is spent transporting items between escaves to make a few beebs. The buying and selling of items is done in the store, which is accessed from an escave using the *Trade Arrow* button.

The Store where trade occurs

The left-hand side of the store contains the items that are for sale; the right-hand side of the store displays your current beeb balance and the Vanger's mechos (vehicle) and inventory.

Mechos button: Select to view the mechos, or parts of mechos, currently available at the store.

Gear button: Select to view the weapons and devices currently available at the store.

Tribeeb button: Select to view all other wares currently available at the store.

Escave Arrow button: Select to return to the escave.

There are three areas in the inventory of a mechos: the weapon bays, the device bay and the cargo bay. Bays of the same type are the same color.

Device Bay

Weapon Bay

Weapon Bay

Cargo Bay

Mechos Inventory

To view information regarding items in the bays, place the cursor on the item; the information field below the inventory bays displays information.

Weapon Bays: Weapon bays can only have weapons placed in them. The placement of a weapon in the inventory is reflected in the placement of the weapon on the mechos in the Main map.

Weapon bays vary in size and shape depending on the mechos. The single hex weapon bay holds the special weapons Amputator, Degradator and Incarnator. See "Weapons" on page 44 for further details.

Device Bay: A device bay is normally sited between the weapon bays and only a device can be placed in it. When carrying a device, its special abilities can only be used when it is located in the device bay; a device carried in a cargo bay cannot be utilized. See "Devices" on page 47 for further details.

Cargo Bay: Any item may be placed in the cargo bay, assuming there is enough space. A weapon or device placed in the cargo bay cannot be fired or activated, respectively. Ammunition is carried in the cargo bay and is loaded into weapons automatically.

Buying Weapons, Devices or Wares

To view items available for sale, select the appropriate button, *Gear* or *Tribeeb* (see page 22). See the reference tables, starting on page 37 for a list of all the items which may become available.

To scroll through the items available, use the left and right arrows below the display. To view a list of the items in a category, click between the arrows. Scroll through this list using the up and down arrows in the display. To view an individual item, select that item in the list.

Information, such as the price of an item, is displayed below the scrolling arrows. Right-click on the item's graphic to view additional information. Right-click again to return to the previous display.

To buy an item, click on it. The cursor changes to the item and can be moved to the inventory bays.

When in an eligible loading position, a highlight appears around the hexes the item is to occupy. Click to place the item in the bay. The appropriate amount of beebs is deducted from the total which is displayed at the top of the inventory. Before an item has been placed into a bay, it can be returned to the store by clicking in the display area again.

NOTE: Items replace those already in the inventory bay if the highlighted hexes are occupied.

Device Bay

Devices can only be activated when carried in the device bay; devices in the cargo bay cannot be utilized.

Some wares, such as the tabutask and gluek have special properties which can only be viewed or used when travelling around the world. See "Inventory Mode" on page 30 for more information.

A Weapon Bay

Weapons can only be fired when placed in a weapon bay; weapons carried in the cargo bay cannot be fired. Ammunition for weapons, when necessary, is carried in the cargo bay. A weapon placed in a right-hand weapon bay is placed on the right-hand side of the mechos. This effects the angle of fire and the keyboard control used to fire the weapon. See "Firing Weapons" on page 33 for additional information.

Buying a Mechos

To view mechos available for sale, select the *Mechos* button (see page 22).
See the reference tables, starting on page 37 for a list of all the mechos
which may become available.

To scroll through the mechos available, use the
left and right arrows below the display. To view
a list of the mechos, click between the arrows.

Scroll through this list using the up and down arrows in the display. To view
an individual mechos, select that item in the list.

Data such as the speed, armor, air reserve and spiral charging capacity of the
mechos is displayed below the scrolling arrows. Right-click on the mechos
name to view a brief description of the mechos. Right-click again to return to
the previous display.

To view the inventory bays of a mechos, click on the graphic in the display.
The Exchange screen is displayed.

Mechos Exchange Screen

The Exchange screen displays the currently owned mechos on the left; the
one in the store on the right.

Each mechos has bays which are used to carry items or mount weapons and devices. A weapon or device cannot be fired or utilized unless it is in an appropriate position, although it can be carried in the cargo bay

The amount of space available varies from mechos to mechos. Some have a lot of cargo space but not much room for weapons; others the opposite.

 X **button:** Select to return to the store, losing any changes.

 Transfer **button:** Select to move all the possessions from the old mechos into the new one.

 Buy **button:** Select to purchase the new mechos. When there are not enough beebs available to purchase the mechos this option is not available.

NOTE: When buying a new mechos transfer the cargo carried by the old mechos. Any items not transferred are lost.

The World

Much of a Vanger's life (and death) is passed on the surface of the various worlds. It is possible to spend time flying above the surface or burrowing beneath the surface, or even under water (how long can you hold your breath?), but the majority of the action occurs at ground level.

Many ask "What is the purpose of a Vanger?". Well, there is no simple answer. To work hard for the bunches, make a lot of beebs and hone driving and shooting skills (on the stinkhorns, not your fellow Vangers) is one train of thought; to move on to the next world as quickly as possible, destroying anything or anyone in the way is another. The extracts from a Vanger's Diary (see) provide a modicum of enlightenment.

There are three modes to help travel around the world: *Info, Inventory* and *Full-screen*.

Info Mode

In Info mode there are two information fields displayed to one side of the map.
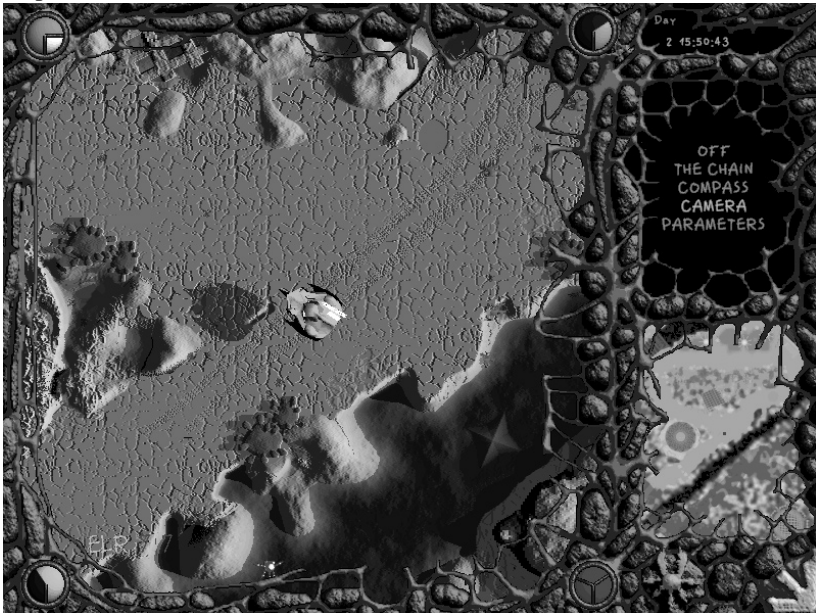
Info Mode

For information regarding the Main map and its indicators see Full-screen mode on .

Beeb **button:** Use to open doors. When a Vanger approaches an escave entrance or a hideout, the door may be opened either by using this button, or by pressing the *Spacebar* on the keyboard.

Arrow **button:** Use to access Inventory mode. Alternatively, press *Enter* on the keyboard.

To access the list of options, click in one of the information fields.

Map: This option is only available in the lower field and is selected as the default. It displays the Overview map with mechos indicated by colored dots. The dots are color-coded according to the mechos color (see [page 33](#)) accept when a mechos is involved in a sacred ritual, in which case it displayed as a red dot.

Chain of Worlds

Off: Turns the list off.

The Chain: Displays a diagram of the Chain of Worlds. When a Vanger has the ability to travel between two worlds, a line connects them.

Compass: For assistance in navigation, select compass, then the place, item or person to be found. The bright orange compass-beeb appears on the map display, pointing the way.

Camera: There are three view functions which can be toggled:

Zoom Active: When toggled on, the + and - keys, or the up and down arrows on the keyboard, can be used to raise and lower the camera. To return to the standard zoom, press 0.

Isometry: When toggled on, the view changes to looking from the side and above the mechos. As the mechos changes angle, so does the map.

Rotation: When toggled on, the mechos always faces the top of the screen. As the mechos moves, the map rotates to maintain the facing.

Parameters: Select to view your luck and dominance ratings.

Luck: Luck ranges from 0 through 100.

It is increased when a Vanger comes first in a ritual race, or when a tabutask is successfully completed

It is decreased when a Vanger comes last in a ritual race, when WeeZyk or an eLeech is destroyed, when a captured Larva is lost, or when a tabutask is failed.

Luck affects:

–   The number of items in hideouts.

–   The likelihood of dropped surface items disappearing.

–   The probability if finding private articles in escaves.

–   The odds of hitting a target.

–   The probability of starting Zyklope with WeeZyk.

–   The chance of the Beeboorats noticing any pipka or nobool being presented as pipetka or kernoboo, as appropriate.

Dominance: Dominance ranges from -100 through +100.

It increases when you kill another vanger, when you acquire a new type of mechos, weapon, device or artifact, when you enter a new world or when you successfully capture and deliver the appropriate Larva.

It decreases as time passes.

Dominance affects:

–   Other Vangers attitude toward you—whether they are likely to either attack or run away from you.

–   The likelihood of being accidentally hit by another Vanger.

–   The prices in the stores.

–   The delay between your starting the Eleerection or Zyklope and the others starting.

Inventory Mode

In Inventory mode, the inventory of the mechos is displayed to one side of the map, from which items can be moved around, loaded, or unloaded. Press *Enter* on the keyboard or use the *Arrow* button to access Inventory mode.
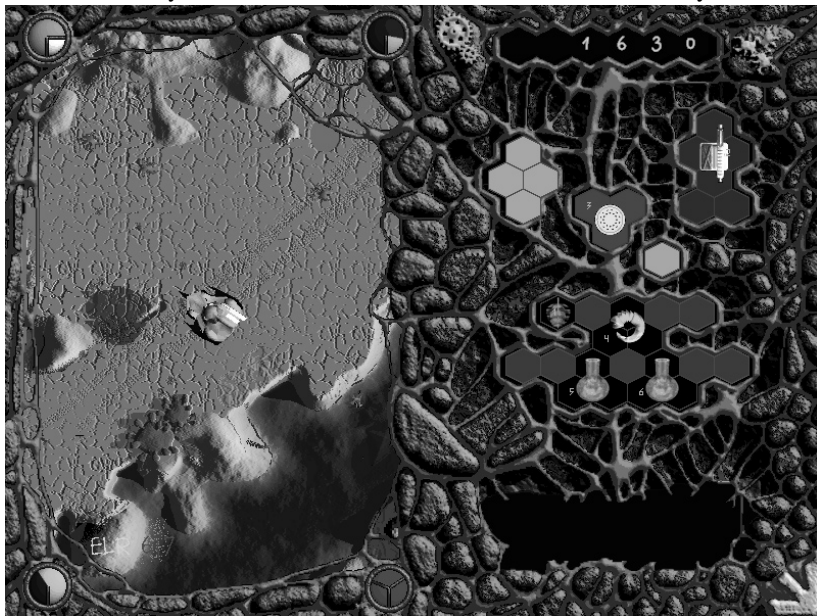
Inventory Mode

For information regarding the Main map and its indicators see Full-screen mode on .

To view information regarding an item, pass the cursor over it. A brief description is displayed in the information field below the inventory bays. Similarly, when the cursor is passed over an item on the Main map, a description is displayed in this field.

There are three areas in the inventory of a mechos: the weapon bays, the device bays, and the cargo bay.

As weapons are placed into position, a number is displayed in the bay. This number corresponds to the keyboard control which fires that weapon when moving around on the Main map.

The device bay is usually located between the weapon bays. When carrying a device, it can only be activated when it is located in the appropriate bay; a device carried in a cargo bay cannot be utilized.

To move items around, click on an item in the inventory to pick it up, then move the cursor to the preferred position. When in an eligible loading position, a highlight appears around the hexes the item is to occupy. Click to load the item into those hexes.

Items can replace those already in a bay by placing the cursor into position then clicking. The items are exchanged.

To drop an item from the inventory onto the Main map, pick it up then move the cursor over the map and click.

To load an item into the cargo bay from the map, run it over with the mechos. If there is not enough space, the item does not load.

NOTE: Some items, such as the tabutask and gluek, need to be read or activated while in Inventory mode. Do this by right-clicking on the item. Information is displayed on the screen or the item becomes active, as appropriate.

Full-screen Mode

Full-screen mode uses the entire screen for the Main map, with four indicators displayed, one in each corner. Use *F1* on the keyboard to toggle Full-screen mode.
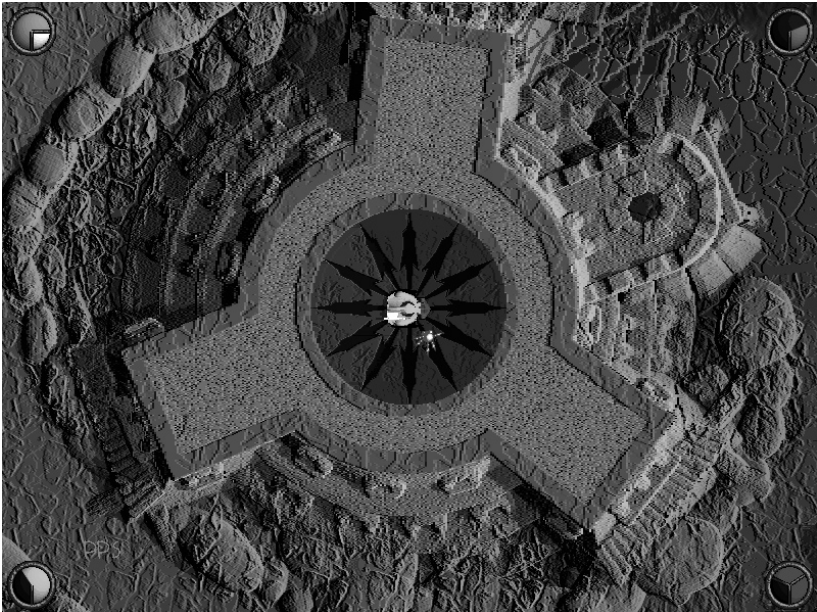
Full-screen Mode

Additional information, such as your position in an Eleerection, and the number of Vangers currently racing, when on Podish, is displayed in the bottom left portion of the screen.

When on Glorx, the number of pipetkas or kernoboos available for harvesting and the number you have collected so far are displayed, during the Pip-Show or KernoWar, as appropriate.

The compass, when active (see page 28), appears as a large, orange beeb, pointing the way.

There are four indicators providing information regarding the mechos:

Energy and Armor: Displayed in the top-left corner. The orange section is the energy level; the gray in the lower right quarter, the armor.

Active Device Power: Displayed in the top-right corner, this indicates the energy remaining in the active device, if there is one.

Inventory: Displayed in the bottom-left corner. Shows the amount of storage space being used.

Spiral Charge: Displayed in the bottom-right corner. Shows the amount of charge remaining in the spiral.

World Map Items

There are many different structures on each world, remnants of the Softie cities built many years ago. Not all the structures are fully functional and may do more harm than good.

Armor Repairing Station: When a mechos is damaged and smoking, enter an armor repairing station to fix it.

Beebs: Beebs scuttle and roam around the map, doing whatever it is that beebs do. Run them over to earn cash—some are worth more than others!

CopteRig Energy Station: Enter here to charge a device.

Entrances to Escaves: To enter an escave, drive to the entrance then either click the *Beeb* button (see page 28) or the *Spacebar* to open the door.

Ghorb Power Station: Enter here to quickly restore an energy shield to full power and to recharge ghOrb Gear.

Hideouts: There are different levels of hideout. Some conceal hidden items, others provide hiding places for cowardly Vangers. Hideouts are only accessible when a Vanger's luck is good enough. To open a hideout, press the *Spacebar* on the keyboard, or click the *Beeb* button (see page 28).

Passages: There are two types of Passage: secret and basic. All Passages require a Vanger to have the appropriate password and charged Spiral before they can be accessed by that Vanger.

Spiral Charging Station: Enter this station to charge a Spiral. A Spiral is an integral part of a mechos and needs to be charged before travel through a Passage can occur.

Stinkhorn: The vegetative matter which grows on Fostral. These pesky fungi cause damage when they explode, hamper mechos movement, and are perfect for target practice.

Mechos: Each mechos is color-coded, depending on where it was bought, or official function, as follows:

- Green   Fostral
- Orange   Glorx
- Blue   Necross
- Yellow   Ranger (the policing Vangers)

Driving a Mechos

Driving around the world takes practice. Movement is controlled by either using a joystick or the arrow keys on the keyboard.

Accelerate by using the *Shift* key and keep it held down to maintain top speed. Alternatively, use the *Autorun* option (page 34) to maintain top speed and slow down by using the *Shift* key.

Jump by activating the KiD, which is done by pressing the *Insert,* or *A* on the keyboard; the longer it is held down, the bigger the jump. Jumping uses energy and this is reflected in the shield energy indicator.

Use *C* on the keyboard to apply the handbrake—a must for a fast about face.

Use the *End* and *Page Down* keys to roll over left and roll over right, respectively. This is an indispensable procedure for a quick recovery after being turned over.

To use a device (see page 47) to tunnel underground, float on water, or hover in the air, turn it on using the *Page up* key and off using the *Home* key.

For a full list of the default keyboard controls see page 35; to customize the keyboard controls see "Options" on page 17.

Firing Weapons

Fire individual weapons by pressing the number of the bay in which they are located (see Inventory mode on page 30) and fire all weapons by pressing the *Control* key. To release a terminator, press *4* on the keyboard.

To aim a weapon, point the mechos at the target. Weapons fire from their position on the mechos, so do not get too close to a target and take into consideration the side on which the weapon is located.

Tabutasks

Tabutasks are small quests which must be done within a specified time and gain a Vanger beebs and luck. To read a tabutask, buy it in the store (see page 22) then go up to the World from the escave, as usual. A description of the task to be performed, the length of time within which it must be performed, and the rewards gained upon completion is displayed. Clear the writing by selecting *F1*. While traveling around the World, re-read the assignment by right-clicking on the tabutask while in inventory mode (see "Inventory Mode" on page 30).

A failed tabutask penalizes a Vanger. To avoid the negative effects of a failed tabutask, sell it back before the time limit is up.

To gain the benefits of a completed tabutask, sell it in the store that originally sold it.

NOTE: There are three cycles which govern the Vanger's universe and they are named differently on each basic world. The time it takes to complete a cycle varies and can be expedited by delivering the appropriate cirt.

In-game Options

Press *P* or *Esc* on the keyboard to pause the game and access the In-game Options menu.

Resume Game: Return to the current game and continue play.

Sound: Toggle the ambient sounds on or off. Adjust the volume using the slider.

Music: Toggle the music on or off. Adjust the volume using the slider.

Tips: When toggled on, tool tips and on-screen hints are active.

Autorun: When autorun is on, a mechos travels at top speed and the *Shift* key is used to slow it down. When autorun is off a mechos travels at its slowest speed and the *Shift* key is used to speed it up.

Abort Game: Leave the current game and return to the Main menu.
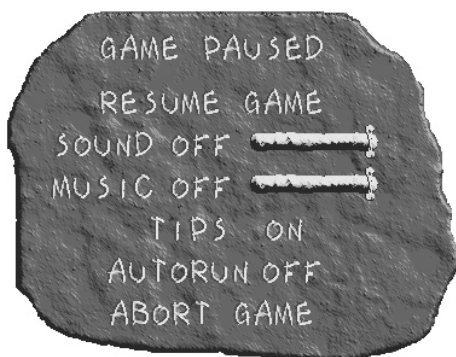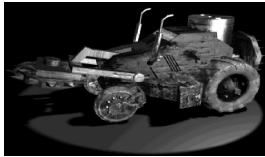
Default Keyboard Controls
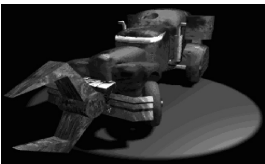
To customize the keyboard controls see .

Left arrow . . . . Turn wheels left

Right arrow . . . . Turn wheels right

Up arrow . . . . Move forward

Down arrow . . . . Reverse

Shift . . . . Accelerate

Insert or A . . . . Activate KiD (jump)

Home . . . . Turn device off

Page Up . . . . Turn device on

End . . . . Turn over left

Page Down . . . . Turn over right

Enter . . . . Toggle inventory

Tab . . . . Change target

Control . . . . Fire all weapons

1 (through 3) . . . . Fire weapon 1 (through 3)

4 . . . . Release terminator

C . . . . Handbrake

F1 . . . . Toggle full screen

F2 . . . . Zoom in

F3 . . . . Zoom out

F5 . . . . Toggle rotation

F6 . . . . Toggle auto-zoom

F7 . . . . Toggle auto-tilt

F12 . . . . Access chat room

= . . . . Zoom in

- . . . . Zoom out

0 (zero) . . . . Standard zoom

Esc or P . . . . Pause game toggle

Spacebar . . . . Open escave door or hideout

S (multiplayer only . . . . Scores
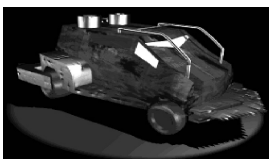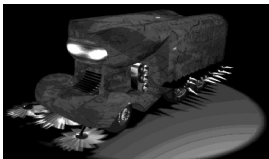
Reference Tables

Mechos
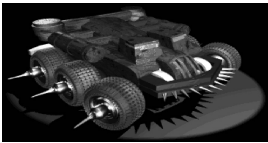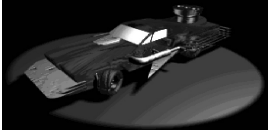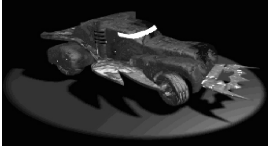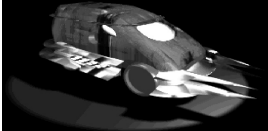
Mechos

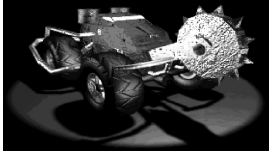| Name and Image	Description
Ancient Demon *(ATV)*	Favorite mechos of desperate rangers, adventurers and real gangsters. When you're bored with having to go-fetch, doing stupid missions for fat counselors; when you can't put up anymore with too-few-beebs-left-until-next-end-of-cycle: come join the tribe of free ramblers. Let the hucksters scratch their heads trying to figure out where to get stuff and where to unload for a maximum number of beebs—your only care is the time and locale for a hot date.
Arcan *(minibus)*	This mechos became famous across the worlds after one breathtaking story. The restless scoffers Zeexen told a tale to a Vanger about the beeb King. They said he was as big as half a mechos, with huge nippers, fast moving, and ate nothing but careless Vangers. So they offered him a deal: capture the beast alive for good money. Confused, the Vanger prepared for the hunt properly. The first thing he did was to arm this mechos with a special gripper. The end of the story is sad but predictable. The mechos is still good for any hunter, however, but definitely not for hunting the notorious King
atTractor *(ATV)*	A unique mechos which was assembled from parts of road-repairing and tunneling equipment. Stupid Beeboorats are simply mad about it. Many have finished their race under the knives of this monster. Worms, even in heavily armored buggies, fall in ditches, feeling a thrill of superstitious horror at the sight of the "Carriage-killer".
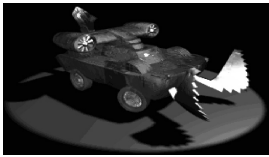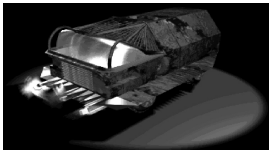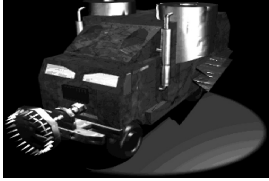
Mechos (continued)

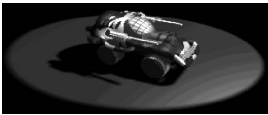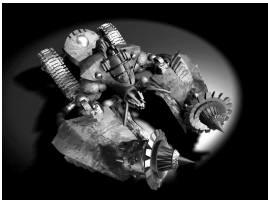| Name and Image	Description
Blade Keeper *(minibus)*	The favorite of desperate traders from Glorx. They dared to poke into the jungle swamps on Necross to get cirt. And how much stuff they lifted from Xplo, repelling the greedy dumb rangers, they'll tell you themselves. Those who know it will tell you in confidence that you only need to let it go on its own, and it will take you out of any jam.
BLOCH *(raffa)*	A long time ago, Transmundane Bios assembled these marvelous mechos to fight against pullulating beebs that mucked up their underground plantations. No vermin escaped from the brave hunters on these speedy buggies. They became so good in slaying the poor chiggers that beebs instinctively hide themselves in deep cracks just spotting this mechos and sit there long.
DOCHOD *(raffa)*	This dinky doesn't really look as if it can make many ripened Vangers sweat and tremble from anger. No race on Fostral missed this famous raffa-sled. Having grabbed a cult article, he would rush to the goal leaving many tough guys behind and dodging the missiles. Eleepods loved this racer. His main headache was how to leave the escave so as not to meet the vengeful losers.
Excorps *(minibus)*	This mechos is renowned forever after the ritual races in Glorx. Even dumb Zeexen could fill up the bays with seeds without losing a little bit, and even managed to spank the go-getters they met on the way. Beeboorats pay for the seeds without haggling. If you don't wanna lose your bonanza, take it and don't worry about anything.
Heavy Lady *(truck)*	Mechos for masters of the road. Rumors say, the same chariot transported a Larva for bunches on Necross. Few came back from that boogie-woogie dance of death at the plugged Passage. The plumpy lady compelled many to respect her. Many hot-shot Vangers count themselves lucky to ride this mechos across the world, kicking up the dust and scattering careless beebs.
Iron Shadow *(ATV)*	It was once the motor of hunters for raffa, and it probably was the only one suitable for that hunt. The wild freaks drove the agile rattletrap up the mountains while under desperate fire. The furious swarm had thought that they were almost dead and the only thing left was to belch up their digestive muck and gulp them down, when the raffa-hunters got away on water.
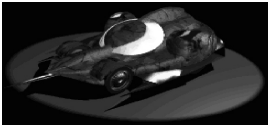
Mechos (continued)

Name and Image	Description
Last Moggy *(unique)*	This one is for a king Vanger. A real escave on wheels, from which you won't fear anyone or anything and ride roughshod over all underdogs. When this metal heap approached Eleepods' escaves, they couldn't tell what shuddered more: their yellow bellies or the walls.
Lawn Mower *(unique)*	Any ordinary Vanger gets perplexed from this slipshod mechos. Vangers are used to riding on land rather than messing around in the air. Besides, its story is evil. Rumors say, in the beginning of time, horrible "soft" Vangers pursued our ancestors, trying to grab Larvae. Only underground could they find refuge. Another story say there's a whole world of the Softie, anxiously awaiting a chance to rush in here, bringing total annihilation.
Mad Surgeon *(light)*	This mechos proudly bears the title King of Old. Eleepods dug it out while excavating their escaves. Nobody really knows how it got in there. However, Zeexen swear that the same buggies were in the inventory of the most powerful Softie, a fabulous tribe that was in these worlds in the days of old. They must have been veteran Vangers, as this mechos won many races by damaging its enemies. Its rusty belly still has the spirit of the first weird owners.
MOTOK *(raffa)*	This wagon is best for those who like to watch a fight from the distance. While the spacy nincompoops kick each other, you can always take a moment to grab wares they dropped and make away with them. Or you can spank an unwary. An agile raffa can always get beebs without bother.
Oxidize Monk *(light)*	This granddaddy has seen a lot in its long life. There are still living witnesses on Fostral who saw it triumph in the big race from Incubator. They mopped the floor with those four boneheaded quizzers Zeexen on their right-on dragsters and copped guns from them worth wads. Fortune lives in this machine.
Piercator *(minibus)*	This klutz has long been known as a sign of successful commerce. Who hasn't heard of the beebs' Mother? Curious, but every time you stop, the beebs start to swarm around as if it was smeared with honey. Those beasts just adore their Mother, and it's not a fluke. A Vanger will never be short on beebs—that's what the guys say who tried this vehicle.

Mechos (continued)

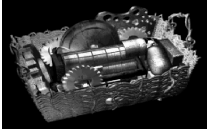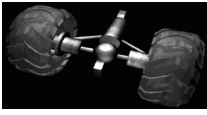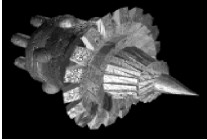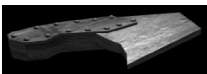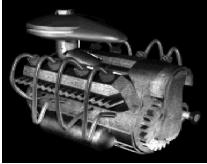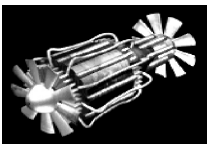| Name and Image	Description
Queen Frog *(unique)*	In olden times, Beeboorat patrols rode these mechos hunting for fugitive slaves. And it's no secret that a Vanger is a slave to Beeboorats if he doesn't play their stupid games. No one had dared going against this buggy on watery Glorx. Ultimately, no one could safely ride around this world and free Vangers decided to give the 'rats a lesson. There was a desperate rumble, but Beeboorats did them all in anyway. However, the patrols were abandoned—the bullies took the hint. Since that time, this mechos has been awaiting a new moon-struck owner.
The Ripper *(truck)*	It's not unknown for the snobby Eleepods to give anything for a rattle. They collected heaps of scrap from all worlds in their escaves and now hold it fast. He who tries to deprive the chunk of his treasure comes to grief. A desperate hoodlum on this craggy buggy gonna get the culprit instantly. Many say when they spot it speeding: "When headless steals owt from Leepky; headless bites dirt under Ripper".
Rivet Bier *(truck)*	These mechos are all that are left of the Transmundane Bios. The legend says they were tough tribes with the best mechos and desperate Vangers. After the bunches captured three Larvae, others decided to settle the grabbers' hash. Crowds of Vangers blocked their escaves, preventing mechos from entering or leaving but these big trucks spoiled the game. When they came out, crowds of tough mechos would attack them just like raffas attack a careless trader. But they could rarely beat the trucks. The Transmundanes left nice gifts; this one is probably the best one.
Sandoll *(unique)*	This out-of-uniform mechos used to belong to one castaway Vanger. He met some mysterious inhabitants of Threall that no one has ever seen, and they told him how to assemble this monster. After that, many have seen him in different worlds carrying out missions for his affiliates. The weapons they gave him were so tough that every Vanger would turn around and push the pedal, just spotting him on the horizon. Finally, this mechos was found empty and in a good condition, except for a sticky smear. Since than, no one has even dared to try it.

Mechos (continued)

Name and Image	Description
SHROT *(raffa)*	Raffa are small but agile and wicked. And when these cock-roaches get into swarms, traders gotta watch their 'sets well. On Necross, there used to be a big clutter of rebellious fitters riding these rattletraps, and they hunted properly. After one group shilled a Vanger into a swamp, another one popped up right from the mud and finished the deal. There was a time when snail-like Eleepods couldn't get their long-awaited cirt due to this gang. They had to spend lots of beebs for raffa-flushers to get rid of this plague.
SMOK *(raffa)*	This mechos is raffas' favorite. You can always hide in a chink and wait a pursuit out. A story says, one thief on this cart made away from two hunters on trucks after stealing hash from an Eleepod counselor. He sort of slipped between their wheels and the two clashed and detonated. Later, how-ever, a couple of ripe stinkhorns shot the guy, but that's a dif-ferent story.
Spread Spot *(light)*	If you have completely lost your marbles from the messy Vanger's life, and you're ready for the last ride into the inferno of secret worlds, this one is the best hearse for your bizarre funeral. Push the pedal and it gets you into a jam in a beeb's heartbeat if the bitch goddess stops smiling for just one second.
Wormaster *(unique)*	Malicious Beeboorats made a few such mechos to poke into underground incubators of Eleepods. They had long been vis-iting the dark caves filled with dainties before Eleepods raised the alarm when their ritual race flopped. That was the cause of the famous Festival of Terminators. After the next foray, Eleepod mercenaries released hundreds of terminators and fixed the hoodlums' hash properly. For a long time after that, diverted mechanisms attacked Vangers passing by. This mechos is still awaiting new underground assassins.
Zippax *(light)*	This tot won its fame on Necross. Its flat body helps it push through jungle even a beeb couldn't do. The fetid swamps that gobbled many desperate Vangers just sort of disgorge this mechos, refusing to swallow it. There's no pool on Necross that its wide wheels haven't ridden over.

Scrap

Scrap

Image	Name and Description
	Box The wheels of this box don't work. What it's for is unknown. Some useless stuff.
	Cart These wheels can only belong to some huge, scary mechos. They're probably good to ride the beebs down.
	Cogged Widget Nobody has an idea where to insert this. Some think it's some strange missile that can go off from careless handling.
	Heavy Iron The one who brought this heavy doodad was definitely loosely wrapped. It's good as a support for ceilings in escaves.
	Husker This clockwork widget once started working on its own in an Eleepod's cellar and nearly cut his scratchers off. The dolt though it was a kuzowock.
	Put-Put Complicated bowels of some craggy buggy.
	Rattle Some very nice iron. Some nincompoop once fixed it on the top of his mechos. He'd been scaring beebs for some time, but conked out soon.
	Star This iron was brought from Xplo. They took it out of some old rusty machine that came out of the sand after a storm.

Scrap (continued)
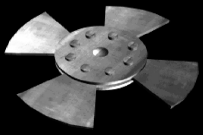
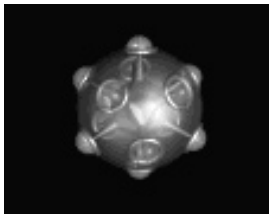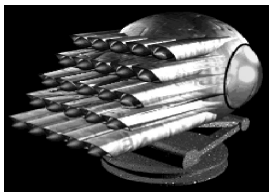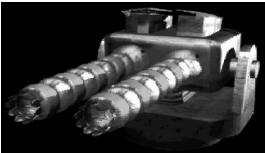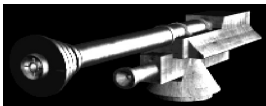| Image	Name and Description
	Whizzer This iron used to cover the entrance of a Beeboorat escave. Later they covered it with a huge Beeboorat and threw the iron away.
	Zigger-Zagger If you shake this doodad, something's rattling inside. Sounds like dried beebs.

Weapons

Weapons

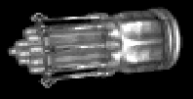| Image	Name and Description
	Amputator Cunning Vangers get this spheroidal widget from the dark nooks of Threall. It's a good surprise for green fitters. When they spot this nicely shining object on the road, they grab it at once and put it in their bay. And here begins the fun. The mechos gets paralyzed and can't move a wheel—just hops and tumbles. Take it with bare hands but quickly!
	Beebbanoza Blockade **"Sos-Ka-Libry"** The invention of the Transmundane Bios, who assembled it from several parts of the various machines that survived after the Clash. The main component used for ammunition is beebs—primitive insects living on the surface of worlds and serving as a medium of exchange for all bunches. The beebs contain many unique chemically active substances, which allow them to be used as thermal bombs after special high-temperature processing. Then, when they are thrown with force, they explode on hitting the target.
	Crustest Cannon **"Kuwalda"** A construction mechanism of the Softie, used for eliminating geological barriers, which was later adapted for combat. Possesses great destructive capacity that no mechos can survive. Requires external bomb charge, whose secret of production was lost long ago.
	Degradator A funny souvenir from Threall. If something in this hell made you engage in a hunt for a Vanger, you can't do without this ball. Throw it at the mechos of your enemy and be ready. If your gift gets right in the bay, the scamp will get several times smaller in size. Then you just trample him like a beeb!

Weapons (continued)

Image	Name and Description

ghOrb Gear
"Salamander"

One of the last inventions from the Infinite Mind, who disappeared after the Clash, used against crowds of Cryspo. Generates quasi-stable plasmoids possessing significant destructive power. Powered by a special on-board energy supply which requires recharging. Stationary autonomous Ghorb power stations were installed everywhere at the time of the Clash, and some remain up and running at the present time.

Light

Heavy

Incarnator

Damned gift of the inhabitants of Threall. It's a stealer of mechos. If you're tired of saving up the beebs for a decent buggy, take this ball. Track down a worthy mechos and throw this doodad at it. If it gets right in the bay you'll become the new owner of the mechos with all its bowels! The old owner will get into your crate. They must have made this widget so that Vangers don't drowse on the road.

MacHOTine Gun
"Mincelot"

Mighty quick-firing machine gun. It was the weapon of the Softie troops in the final stages of exploration. Equipped with an on-board ammunition maker, which shapes bullets 'on the fly' from plain soil or dust through special chemical processing and subsequent squeezing in the burner under high pressure. Energy from the squeezing also gives the bullet significant kinetic impulse. The catalytic reaction consumes considerable amounts of water, requiring periodic refueling from any available source on the surface of the worlds.

Light

Heavy

Weapons (continued)

Image	Name and Description
 Light Heavy	**Speettle System** **"True Tracer"** Softie mobile rocket launcher for combat in large open areas. Uses regular or guided missiles with plasticular charge. Plasticular material is characterized by very high molecular activity and is effectively reactive with virtually any hard substance, destroying it completely. The supply of plasticular is limited, and this material is relatively expensive, but it has a high destructive power.
	Terminator—"Wasp" Carries a colony of small insect-mechanisms. After activation, the colony swarms in the air and attacks any object trying to take off. Requires no additional devices; completely autonomous.
	Terminator—"Wormier" A variant of Cryspo combat insect-mechanisms that follow the locked target under the ground after irrevocable activation. Requires no additional devices; completely autonomous.

Ammunition

Ammunition

Image	Name and Description
	Boltoon Pack Ammo for the Crustest Cannon. Possesses great destructive power. It was used in construction works for eliminating geological barriers. Production technique has been lost.
	OKorOK Pile A pack of guided missiles for the Speettle system, equipped with a targeting system capable of recognizing complex ordered patterns for the effective tracking of target. Carries plasticular warheads.
	Pupok Pile A pack of projectiles for the Speettle system. Carries plasticular charge, characterized by very high molecular activity and effectively reactive with virtually any hard substance, destroying it completely.
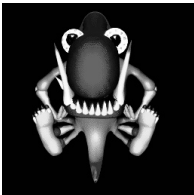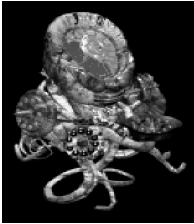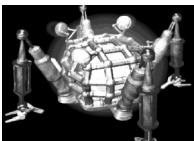
Devices

Devices

Image	Name and Description
	CopteRig Autonomous device which enables a mechos to go up into the air then move or stay in hover. Works on the principle of local spatial disturbances with inverted gravitation. Powered by a separate storage battery, which can be recharged at special stations.
	CrotRig Autonomous device, which allows the mechos to penetrate into the ground. Works on the principle of momentary low-duration shifts of spatial grids that temporarily dissociate any hard substance. Doesn't require frequent recharges.
	CutteRig Autonomous device, which allows the mechos to bridge over water barriers. Works on the principle of turbulent paradox. Powered by a separate storage battery, which can be recharged at special stations. The working period between charges is longer than the CopteRig.
	Vector A device for primitive target-tracking.

Items

Items

Image	Name and Description
	Beeboorat *Bios* A rude beeboorattish monkey. If he's not bellowing songs or shouting out orders, then he's teaching you how to drive the mechos. Sometimes he tries to jump out and catch the coming slaves while ordering them to explode. The best moment for you is when he leaves.
	Boorawchick *Article* Beeboorat boss in person. He actually appears as a little and clamorous type. However, it's always an honor for a Vanger to be this dwarf's personal driver.
	Boot Sector *Artefact* If you've got rich at last and became a cirt hunter of the first water, it's time to expand your domain. This gadget can instantly transfer a Vanger from one mechos to another and even extract him out of a jam and into the nearest escave. This artefact makes its owner virtually invulnerable—he can have several mechos on a world at the same time!
	Cirtainer *Apparatus* A hermetic container that allows the transport of cirt without significant loss of its qualities. Produced with a special technique that significantly reduces entropy, thus slowing down the decay of unstable, volatile substances.
	Conlarver *Apparatus* A product of the Transmundane Bios which allowed them to take control over their Larvae and get canned. It's a trap and a container for a Larva. Working principle is unknown. Supposedly it's based on knowledge about the metabolism of the Cryspo colony which has been lost.

Items (continued)
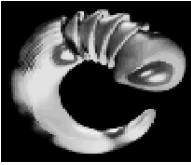
Image	Name and Description
	eLeech *Cult Item* An integral part of Eleerection, the Eleepod ritual.
	Eleepod *Bios* A worm that ultimately ventured to take a trip. He tumbles about all the time, whines and grumbles about the joggle, bad connection with the pod, and his ill fate. At the sight of a coming Vanger, he bubbles from fear and messes up the bay.
	Function-83+ *Artefact* A very useful thing. Some don't even believe that it really exists. A private Passage into any world right in your bay—it's a good gain, isn't it? Rumors say it can even take you where you can't get with the Spiral.
	Gluek *Artefact* Active protoplasm. It's a product of Softie civilization. When activated, it senses any malfunctions in complex mechanisms and repairs them automagically. Used to repair mechos on the fly.
	Kernoboo *Cult Item* An integral part of the KernoWar, a Beeboorat ritual.
	Leepuringa *Article* Painted ugliness—a toy for a greedy Eleepod. A great trap for the scratchers.
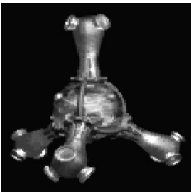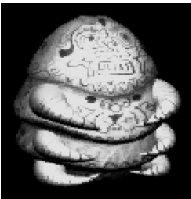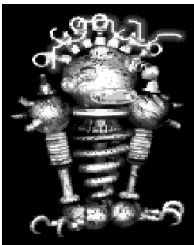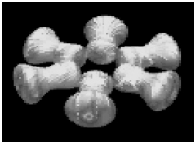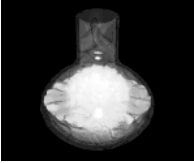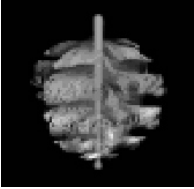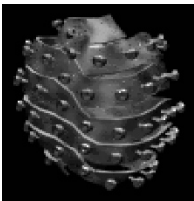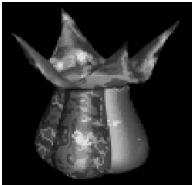
Items (continued)

Image	Name and Description
	Mechanic Messiah *Artefact* A fiendish thing. It must be the creation of the hidden inhabitants of Threall. If you've got it, you've got a one-way ticket. A Vanger possessing this thingy becomes completely wacky. He can invoke some mysterious powers and horrify every next man. What he can't do, however, is postpone his dreadful doom.
	Nobool *Article* Some stuff of unknown nature. A good idea is to throw it into some deep ditch on Glorx. Else Geer'AH gonna find a way to punish the rascal who tries to present it to him as a genuine kernoboo.
	Nymbos *Wares* This is what greenhorns make their first beebs on. Comes from old Eleepods. It's wet, slimy and disgusting. Some love it, however.
	Paloch'ka *Article* There's a supposition that Eleepods use this thing to stir nymbos in side themselves. But nobody has really ever seen this as the fatties hide their secrets carefully.
	Peelot *Artefact* When you're tired from driving and trying to catch the agile beebs, you can use this widget. Show your mechos where to go and it will bring you there. Maybe not fast, but reliably.
	Pereponka *Article* A Zeexen check list. Zeephra checks poponkas according to it.

Items (continued)

Image	Name and Description
	Phlegma *Wares* A jar with mucus. Rumors say there's a flood of this stuff in Incubator. To avoid suffocating, the inhabitants need somebody to take it out all the time. Stinks like hell. After carrying it the bay needs a good cleaning.
	Pipetka *Cult Item* An integral part of the Pip Show, a Beeboorat ritual.
	Pipka *Article* Clay article in the form of a jablee seed. Old Oboorez often mistakes it for real pipetka. But he will come to grief that gets caught with forgery!
	Poponka *Wares* A weaved pad, made of some smooth material. Zeexen scribble some doodles on it. It's a fragile and politically important item. Needs careful transportation.
	Protractor *Artefact* A sophisticated doodad having something to do with Xplo. It's not a plain widget: it's a rare thing in the Chain. Can do some funny tricks. Can even protect you. Once you've secured it, try not to lose a chance to use it.
	Rubbox *Token* A dog collar that Beeboorats put on every Vanger they catch. If you lose this piece of tin, the generous Beeboorats will bestow it on you again, making you a poor slave. By rubbox, Beeboorats tell how useful a Vanger is for them. So, to get out of their embrace, you have to play their stupid games and take care of rubbox.

Items (continued)

Image	Name and Description
	Shrub *Wares* A packed Beeboorat stuck full of spikes. Fellow species call them "castaways". Doesn't yell at all, but groans. Sometimes mumbles something about some Bureau. Seems like he's an unlucky fella. Rumors say Oboorez sprouts them in pots by means of pipetkas.
	SpuMMy *Artefact* If there's something scarier than Mechanic Messiah, it's this mummified body of an unknown creature. All bios shudder from horror at the sight of it. Its appearance on a world always was a presage of a coming disaster. This heritage of the Softie makes even the dullest tremble.
	Tabutask *Wares* All bunches use it to make Vangers drudge for them. When you take it, you don't know what's inside. Then it's just the luck of the draw when you come out to the surface and open it. Vangers who steer clear of tabutasks soon get poor and become raffa.
	Tankacid *Item* Only the toughest and smartest Vangers can get this souvenir from the darkest of the cursed worlds. The old Beeboorat counselor swears that if you put a couple of dried beebs into tankacid and pour it into a hostile mechos, it will dissolve right before your eyes. Zeexen gonna give the last beeb for the stuff that gnaws iron ten times faster than toxick.
	Toxick *Wares* A vessel with some muddy pulp. Yucky stuff. There's nothing worse on Necross. If you spill it, this stuff gnaws the mechos' insides. Malicious Zeexen want to poison all the living creatures in the Chain with this guck.

Items (continued)
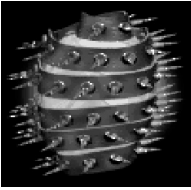
Image	Name and Description
	Valorin *Wares* A packed and wrapped Beeboorat. While you're carrying it, he tumbles about all the way and yells stupid hymns in a nasty voice. Sometimes howls. Very noisy type. But he's packed well.
	WeeZyk *Cult Item* An integral part of the Zyklope, the Zeexen ritual.
	Zeefick *Article* Spawn of some yucky beast. Gotta be careful with it.
	Zeex *Bios* Restless beast. Never sits calmly; tries to fly up all the way. That's just a sort of habit. Tells some odd jokes all the time, while continuously giggling and scratching herself with both paws. At times she breaks up with laughter, pointing at the coming Vangers.
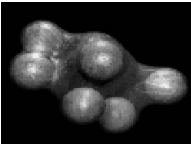
Credits

Interactive Magic

Producer	Paul Potera
Executive Producers	Joe Rutledge, Ray Rutledge
Product Marketing Manager	Tristan Hilderley
Technical Editor	Sara Ley
Editing Assistant	David Artman
Opening Animation	John Zwicker
Quality Assurance	David Green
Playtest Coordinators	Mike Pearson, Brian Davis VII
Internal Testers	Carlin Gartrell, Chris Gardner, Sean McDaniels, Joe Allen, James Cowgill, Chuck Rice, Denham Hardman, J P Berard, Anthony Lazaro, Scott Jacobs
External Testers	Jim Pedicord, Darrell Dik, Kent Coleman, Donald Vess, Bryce Whitlock, Andrew Lee, Chris Logan, Lance Eichman, Paul Cabana, Jeffrey Vitous, Eric Strehl, Ronald Bruton, Andrew Burton, Bliksem Tobey, Max Cates, Jason Sweat, Ronald Gretz, Anton Damm, Anthony Sage, William Baverstock, Gary Turner, Tyler Robertson, Matt McKeehan

K-D Lab Game Development Company

Andrey "KranK" Kouzmine	*Project Leader, Game Designer, Technology, Scenarios, Music*
Yulia "Ylitka" Kouzmina	*Art Director, Worlds, Character and Environment Designer*
Andrey "Kron" Soukhanov	*Senior Programmer, Engine, Game Logic, Visual Effects*
Eugene "Steeler" Hudenko	*Senior Programmer, Interface, System Platform*
Alexander "Sicher" Kotliar	*Senior Programmer, 3D Technology, Physics Model*
Michail "ChSnark" Piskounov	*3D Artist, Game Designer, Game Texts*
Vlad Spizky	*2D/3D Artist, World Maker, Static Graphis*
Anatoly "Koto" Konyk	*Programmer, Algorithms, Internal Logic, Visual Effects*
Vladimir Golidnichuk	*Translator, Programmer*
Victor "Ruber" Krasnokutsky	*Music Arranger, Sound Effects*
Alexey Ivanov	*Low-level Programming, Profiling*
Sanan	*Thanx for the Static Graphics*
Vadim "Bogus" Lobanov	*Thanx for the Algorithms*
Dmitry "Rooble" Radinovich	*General Manager*
Alexey "Alex1001" Postnikov	*QA/PR Department*
Andrey "KranK" Kouzmine	*Surmap ART(tm) Technology*
Alexander "Sicher" Kotliar	*3D-objects & Physics Model Technology*
Andrey "KranK" Kouzmine, Michail "Snark" Piskounov, Yulia "Ylitka" Kouzmina	*UniVang ideas*
Yulia "Ylitka" Kouzmina, Denis "DM" Skaradyonok, Alexey "Alex1001" Postnikov, Victor "Ruber" Krasnokutsky, Dmitry "Rooble" Radinovich	`Internal Beta-Vangers`

Michael "3ABXO3" Fedorov,
Alexey "Allex" Demakov,
Alexey "Berserker" Vasilyev,
Dmitriy "Crazy Sid" Itsko,
Sergey "Damned" Gerasev,
Alexey "Dead Pilot"
Kaveshnikov,
Alexander "Dekad" Shishov,
Paul "FlyHippo" Antonov,
Alexander "Klarens Bodiker"
MayorovKh.Motolog,
Alexander "Lem Zazul"
Gorbatchev,
Valentin "Master" Dobrinin,
Sergey "Russian Panther"
Vorobiev,
Alexander "Saska" Semin,
Alexander "Scar" Vershinin,
Michael "Tolstiy" Kabanov,
Valery "Varust" Bakieva

External Beta-Vangers

Buka Entertainment

Igor Ustinov and Oleg Beloborodov	*For being bosses and giving money to those lazy developers with reckless hope in mind*
Serge Kapoustin	*For numerous miles driving on the dusty roads of the Chain while searching for beebs, enemies and artefacts*
Dmitriy Zakharov jr.	*For testing as it is*
Dmitriy Zakharov sn.	*For so much effort to promote the product*
Maxim Mikhaliov	*Thanks for his translation of certain things that were caught by Interactive Magic in a proper way*
Alexander Mikhailov	*For a brilliant marketing campaign, the fruits of which will not keep waiting*
Marina Beloborodova	*For megs of press releases and numerous words to those strange journalists*
Konstantin Mironovich	*For bringing a big super-booper once last summer, still not working, by the way*
Rest of Buka's Staff	*For eternal belief in the project*

Index

W

X

Z

A Vanger's Diary

Some Vanger's thoughts found in the wreckage of a mechos...

001001001...547...837683 photons on the meter... Light! I can see everything, absolutely. Smackobject...? Object... Shh...! You, who's me? Who's you, me? Me here, he there... I'm here, I'm here. Hear you well. It's all me! I take mechos, gonna ride. One-two-three, stinking flea. Won't give mechos! Mechos good... Moving away...

Day 1

Yesterday wasn't here... Tomorrow wasn't here... Never wasn't here! Objects, many objects. Stinkhorns! Stinkers! Danger! Losing energy! Total override! Don' wanna die. Will quake in escave...

Pudgy-smudgies want shipping, tossing, smacking. Purr, Leepky! I'll drive! Got weapon! Stinkers gonna funk! I am Vanger! Eleepods sit in holes, gulp kuzowocks and smack. Gonna get 'em sometime. They await me in Incubator. Take off!

Smoking real fast. Kicks ass. Stinkers got the willies. Observing some craggy structures. They shine and gleam like sweaty Leepky. Gotta keep away... Nearly fell in water. Damned rattletrap!... Aha, someone's kicking dust. Gonna getcha... Wow, nearly conked out. What shooter they use...? What happened to that Eleepods' stuff I had on me? Yeah, musta fallen out when that Fitter was firing at me. Gonna go back. Chances are, they won't notice.

Fat-mug grumbled and scolded again. Phooey, what a treasure—rotten nymbos! All right, ain't gonna drop hash again, or the fattie gonna burst from anger...

Day 2

Seems like I've got a compass. This flea can show way anywhere. I thought it's just hanging around obscuring the sight... Gotta take care not to smear it accidentally, else who's gonna be showing the way? Surely not these cockroaches creeping everywhere. Leepky said they're beebs... Why does he love them? Let's try to tread the crunchies down while he's not looking. Crackling nice. And the cash goes up! Nice place...

Some picture's on the right all the time. A red point's in the center. It's a map! Lotsa different spots on it... Strange grids... Why am I a red dot? Wanna be green! Some odd pits are here and there on the road. Gonna check out... Falling down a hatch. Where am I going?! Someone's plunder is here... Doesn't fit in the bay, pity. Gotta expand... A grid's above my head—can't get out. Got caught like a silly beeb... There they hang around, scamps, giggling at me.

My mechos can jump! Not the best sensation. However, managed to get out that sinkhole with grid. Damned hideout... See some feeble wagon. Will I drub this? Aha, scramming, eat this! Stinkers, why isn't the gun firing?! It's empty! Can't slam it on someone's head, pity. Shouldn't throw it away, however. Sorta read in the store, needs water...

There's some deep ditch... The die is cast, diving... Many bubbles. Get your kicks, little gun! Something's wrong, mechos feels bad... The air's almost out! I'm sinking! What an adventure... Gonna try to jump outa here... Doesn't work. Okay, no panic. Moving on the bottom. This slope's easier. Jumping. Phew, did it! However, jumps take energy... Don't know how they ride here, can drown anytime like a rusty piece of iron... And this weapon stinks. Won't kill anyone but myself!

Day 3

See some odd six-rayed sign. Glowing. Gonna ride it over... Nothing's happening... Tossed me up! When am I gonna land, anyway? Puzzle... Glows and throws up... Nonsense...

Observing another strange construction. Some dolt's pushing right under it. His mechos starts smoking. Guess he went into blue funk from seeing me... Kiss my hat! Escaped with a whole skin! And the mechos stopped smoking! Very interesting place. Guess they sell smoke there. Where's damned Incubator, anyway?

Other Vangers look like yellow points on the map. Gonna catch you liddle fishies. Been riding long. Haven't reached Incubator yet. Already forgot the way back. Don't know what's ahead. Gonna turn on the compass... Observing some huge bowls. Beside them some lid's sticking out of the ground. Compass got nervous. This must be Incubator. How do I get in there...? The lid opened and a mechos flew out. Gotta poke into the hole. Too late. Hopped and jumped. Jumped on the run. Fired a few times. Incubator's locked. Gonna wait for another Vanger... Falling in... Arrival...

Feenger and Leepky are from the same ballpark. Guess because they hatched from the same pod... Got some beebs in exchange for nymbos. On the nail, entrusted with some mucus... Seems like the worms sell many useful widgets. Some even allow floating. Gotta pick up some stuff for fatties and earn beebs for those doodads... For now, bought new weapons. They offer an assortment in the shop. Not everything fits in my mechos, however.

Day 4

Something's lying in the ditch... So hard to get out. Not good at jumping yet... Picked up some dead mechanic bugs. Don't know what they're for. Guess I'd better keep'em. Some huge shadow just covered me. That's some not-so-little mechos flying over me and isn't falling. Guess he spotted me and decided to scram, poor little thing. How does he do it? Gonna try to fly myself. Jumped up with all my might. Fell into a jungle of stinkers and got out with much foofaraw.

Riding on the grids. Below is some familiar structure. But it's got twelve rays instead of six. Some nincompoop jumps right in it. He's annihilated. Turned into a cloud of bright specks... Impressive... All of a sudden, another mechos popped up from the center. Moved on as if nothing had happened... I wanna be a speck too! Got in, but nothing's happening. A message came in that I gotta have some key... Where do I get it? What's wrong with my vision? Colors are changing! Shouldn't have gone after those zombies. Maybe my sight's going to fail me...

Leepky told something about Cycles. Distilled only that on Fostral everything blinks all the time. Means my vision's ok... That's good. Stink the cycles.

Day 5

Squashing the bugs is fun, but they scatter sometimes, little stinkers. Saw a flashing one, but couldn't get it. It sneaked between the wheels, got into water and bared its teeth. I don't wanna get in water anymore... Can make some money from these bugs... Aha! Some floating mechos picked up that flashing beeb! This son of a beeb's floating like a ship and isn't sinking... I wanna too.

The mechanical bugs fit into a special cell. When firing, they revived and escaped under ground! Couldn't get'em. See a fight between two Vangers. SHOOTING HORRORS! Some underground bugs are darting around them. Seems like they can bite. They're the same as those that escaped from me. This must be a weapon! One Vanger dropped something. I grabbed it and got away. I'm a bold Vanger! It's a device for floating. Gotta insert it somewhere. No suitable holes. Time to change mechos—a brave Vanger like me deserves something better...

While shooting stinkers, accidentally hit another Vanger. He put a brave face on it and fired a couple of missiles at me. The blast propelled me into water. The slope was steep—couldn't jump out. Some pile popped out of the bottom and threw me up. Flew through half a world. Distant perspectives. Wouldn't be fun to fall on someone. Lost the tail. Discovered some metallic structure. Strange. Hung around, pressed some buttons. It opened like snuffy Leepky's mug. Some iron's inside. Looks like a part of mechos. Doesn't fit anywhere, however. Couldn't smash it. Let it sit here, will pick up later. Gotta remember...

Day 6

Apparently, Incubator opens like the hideouts. No need to hop... Feenger was sensibly talky. Offered to take part in some holy race. Called it funny... Eleerection! Happens once every three cycles. I'm the fastest, so agreed readily. The fattie rooted in his cockles lengthily and finally drew a little worm—an eLeech. So I have to transport this scrub into Podish fast. Phooey, big deal!

Smoking fast. Forgot the way. See some tracks, moving along them. Stop. They lead to Incubator. Spotted a huge metallic lid. Some flashing circles beneath it. Gotta take a look. Let them catch up meanwhile... Took me long to find the way to the circles.

Entered. A light came up. Means my Spiral got charged. Where did they fix it in?

See no one. Where's the race? Shoulda rode slower... Let's tread some beebs down. Crackling and popping. They fear me! See some huge mechos. Chockablock with shooting iron. How is it gonna get into escave? If it's stuck, I wont be able to ship phlegma for Eleepods. What will they smear with? I want a mechos like that... Big and horrifying... To kill everything...

Not used yet to their cycle changes, but it's funny. The little grub from Incubator changed color too and creased. Must be feeling blue, little pest.

Leepky nearly burst from anger. Spat mucus. Smacked in fury. I lost the race and ruined eLeech. Leepky wished me a near doom in a ditch. Not so soon, you rotten podge. Coulda kicked it out, that's all. Next race you'll beg me. Phooey, big treasure. In black it even looks better...

Day 7

Moving little by little. Every next man shoots at me. Am not I scary? Gonna kill! Yeah, like this—KILL! One Vanger released some black punkies. Buzzing. Seen a lot of them—flubdub! The Vanger started releasing terminator bugs. Hopping. The gnats attack the mechos and bite badly. Flying dirt!

Smells like something's burning. I'm smoking! Mechos is sick. I know where to go. Afraid that gonna clash with someone on the way. Are there any fried Vangers? They fixed mechos quickly. Stopped smoking. A good tube. Can even hide here.

In the front, some moron's kicking up the dust on some enlarged mechos. The road's narrow—hard to turn around. Gonna shoot him in the hind. Let him tell everyone what a brave Vanger I am. They will fear me... An object's zinging right in my forehead. Some fireballs following it... Smashed a couple beebs when falling into a ditch... Lucky me. Normally takes time to get 'em... How could he turn about so quickly? Maybe that was a mechos that rides backwards? And why ride backward when you can ride forward? Found a level and practiced in turning about. Smashed a heap of beebs and one raffa. Hopping is easier. The main thing is what lever to pull. Afraid that I'll confuse it later. Now I can easily turn about... Can even whirl!

Spotted a glowing circle near Incubator. Checked out. My weapon is charged again. No need to souse in ditches... This ain't no crummy MacHOTine. GhOrb rules! What if I ride upwards all the time? Some high mountains. Gonna jump. Diverted. Drifting aside. Who lives there, anyway?

Day 8

Feenger told about Glorx. Beeboorats live there. Eat every living thing. Wanna get to Glorx! Feenger's sweating and funking. Doesn't want to come with me...

See some metallic debris. Burnt. Musta been a mechos and a Vanger. Both burst. Guess with someone's help. A box with lid's nearby. Gonna take it. Had to throw phlegma away. My mechos is small, pity. Farewell, watery phlegma. The box is bigger!

Watching stinkers grow. Just as you shoot'em, they start to swell again. Funny. They grow for me to practice shooting. Crack on, boys! Got some strange picture under the map. Circles and triangles with squiggles. One circle is glowing...

Leepky gabbled nicely. Flapped with scratchers. He gained some cirt. Cirt is dung that a Larva leaves. Eleepods heed the Larva. Strange. I ain't gonna mind. Shelled out a heap of beebs. Need to get some more. Gonna buy a new mechos soon...

Checked hideouts. Nothing. Guess someone's stealing... Gonna watch... Lying in ambush. The stinkers swell and shoot at me. I swallow it. One stinker shot up right under me. I fell and now lying on side. Gotta be still. Two cycles passed. Spotted a crowd of mechos. They blink on the map. Who did they scare? Ah, that's a race! Those lame ducks transport worms. Haven't caught any thieves...

Watching the ground bulging. Some huge stinker's growing. No, it's a mechos!... Guess Vangers are overripe stinkers? What if I emerged like this...? Don't remember myself being a stinker... No, he probably burrowed from fear. Or maybe he watched me? Or he's the thief? Only questions... How could he dig such a hole? Sneaked off, son of a beeb. I woulda shown the slimer how to behave! Shouldn't have bulged the ground...

Been hopping and jumping upside down for a long time. Tried to get under ground... Panicked all the beebs nearby... The mechos started creaking. Got tired. Observing some structures beneath. Some cylinders blinking nearby. Jumping. The cylinders didn't do nothing. Why did they stake them off then? Guess so that beebs wouldn't hide here from Vangers. Took me a while to get out.

Day 9

Feenger's been telling about Eleepods and blowing bubbles. Damned storyteller! Woulda been better if he had forked out a new mechos... The Softie tunneled a lot of Passages and cooked soup from creatures, then ate it and conked out. Eleepods didn't get in the soup and are proud of that. They guard the Passages to prevent Beeboorats from breaking in. Everything is very confused. I can get into a Passage on mechos. If I win a race, Eleepods will tell me how. I'm anxious to get to Glorx. Bored with these fat worms and their stupid stories. Beeboorats are a far cry from them. Hope they just don't smack that much. Hafta wipe Eleepod mucus off my mechos every time...

A Vanger jumped out of the hideout. Aha, gotcha! Catch the thief! These hideouts are mine! Peppering him densely. The enemy's scramming quickly. Very high revs... Another Vanger overtook me. I fell off the road. The smart aleck's splitting quickly. Something's wrong. Why did he overtake when he could quake in escave? He's chasing the thief too! Wait! It's my prey!... The thief started throwing beebs. Wants to pay off. Gonna get the beebs and catch up the moron!... Again in a ditch... Those beebs popped loudly, turning my mechos over. How many did I pick up? None... Odd bugs. Where to get such beebs?

See a mechos digging in. Stands still and goes down! Left a swelling on the ground. Started moving like a huge terminator. I tried to tread him down—didn't give a stinking stinkhorn. If I just had those underground bugs. They would get 'im! Guess he wants to crop up at Eleepods' bedrooms and scare them. Why strive that hard? Just tell 'em about Beeboorats and they'll sweat.

See a box with cirt. Got it! Leepky gonna purr and give me some beebs. Maybe will let me go to Glorx... Peeked into a hideout. Filled the bay with some ammo packs. Don't have matching weapon, however. What if I scatter them on the road—will they blow someone? Gotta try... Nope, they picked 'em up and went. Didn't even say thanks...

Leepky went nuts. Spitted and shouted. Clucked his disgust. The cirt didn't go. Not Eleepod smell. Can't dig it. How do I tell the right cirt...? The Eleepod Larva lives on another world. Guess it got sick from these greedy snobbish beasts. I wanna get outa this stinking Fostral too!

Day 10

Found a doodad in the shop with a mission on it. Hafta prosecute a thief. I'll do it! Don't like thieves, and so they fear me... Bought some mechanical bugs for the hunt...

My compass points at the thief. Smart bug—knows everything about everyone! The thief's going upward. Wants to dig into ground, I guess. Watch your hash! Stop. The compass bug's crawling about in the bottom. Maybe the thief's gonna steal something else? Or get into my hideout? Going up again. Already lifted it? This way I'm gonna forget where my hideouts are... See some big truck. Give way, I'm on a mission! Overtook him and compass went down again. Something's wrong. Is that huge buggy the thief? What did he steal? A flock of Eleepods? Should fit. Well, all right. Guess, he won't take offence if I shoot at him a couple times... Yes, he did... Isn't it too long for a flight like this?... Need a repair pronto... Damned Eleepods. Nearly doomed me with their mission. Shoulda told me everything about the thief! Okay, you little bug, show me the way to repair. In a hurry got under a ghastly looking construction and lost all energy... Even a beeb could gnaw me now... Phew...

The counselors been telling something about luckiness. Like it's not the same for every Vanger... You can earn it... Would be fine! A lucky Vanger shoots straight and the thieves don't rob him. Lot of stuff's in the hideouts, too...

Was in time for the race. Feenger forgot everything and gave an eLeech. Shuddered and looked angrily, however. Don't funk, namby-pamby, gonna ride straight into Podish. And you be meek, little pest, don't feel blue...

I'm a racer! Got an eLeech. Trying my best not to capsize the mechos. The stinkers shoot up right on the road. Shooting'em straight. Steering clear of water... Air's running off so quickly. Sinking. Guess eLeech is very heavy... Was thrown outa water. Flying. Other racers riding beneath... Fell on the road. Accelerating... Seems like I'm in the tail. Overtaking a Vanger. Releasing the bugs. The racer falls in water. Victory! A hurdle's ahead. Some moving poles. Jumping... What a deep ditch. Shoulda waited in the line... Others are riding on the bottom and I'm on the top. There are no ditches on the bottom... The Vangers playing false...

Leepky purred and praised me. He's got an eLeech. Yeah, fattie, I saved it... Lost the race, however. Ok, won't fall next time. Leepky forked out a heap of beebs. Changed mechos. A lengthy job. Got new holes for devices. Been dreaming long of flying and floating. Got more space now—gonna ship everything...

Day 11

Found some unknown hardware in a hideout. Gonna try it. Inserted into a hole. Pressed some buttons. Started to sink. I'm below stinkers already! This stinks. See a beeb's belly. Air's almost out. What a jam! Can't see nothing. Moving little by little. Time to press some buttons... Got out. What an adventure! This is the way they test devices. Eager to get to Glorx...

I'm on a new mechos now. Gonna show everybody how to ride. Truck? Duck truck! Hit him in the forehead. I'm good at jumping. A missile that he fired at me hit another Vanger. On a truck too. That one got upset, and a furious rumble began. Stupid dolts forgot about me. Hafta say, those trucks are sturdy. I would get destroyed by just one hit, while they're only losing parts. Left heaps all around. Yeah, on such a monster I would fight without fear. Gotta remember this place... All the plunder didn't fit in my bay—not enough room again! Still I hafta say those raffas are bold! Five scamps swarmed around and picked up my stuff. Stop right there! Those trucks were mine...! Tried to get'em, but you'll hardly catch those bats out of hell. Managed to plaster one properly... He left some change and wreckage. The wreckage doesn't fit in the bay...

Feenger doesn't rail at me now. Respects. All he talks about is how good it is to serve Eleepods and what rewards I'll get... Stupid!

Gonna betray an eLeech to Beeboorats just as I get the key to Glorx... But now—silence. Live on, Feenger.

Gonna go catch raffas at the burned trucks. I'll teach the freeloaders... Nobody here. Some gun's lying. Gonna dig into ground and then pop up abruptly... Someone's coming. Gotta wait until they come closer. Stinkers, why is the mechos shuddering? Why the energy going out?... Damn! The mechanical bugs catch mechos even under the ground! Malicious raffas! Yeah, just as I popped up, the midgets scattered. Gonna try to get them from the air.

Some dazed dolt popped up from water. Guess he's got little energy after the jump, and the mechos doesn't impress. Shooting. Let's see what he got... Aha, some widget dropped. Where did he steal it...? I got a flier! Gonna try to fly... Going up slowly. Some light came up. Fell. Maybe I didn't fly; it's just a stinker shot up under me? There's no stinker... It's just the device isn't functioning. Maybe needs repair? I know a place. Common, compass, show me the way...

See a box with cirt. Ain't gonna take it. What if it's the wrong cirt again? Leepky promised to whip. Don't want to deal. Let he crawl across the world oneself and pick it up. His sticky coat gonna pick only cirt—beebs worth a couple mechos, easily. Loll for half a cycle and go back... Why I didn't see crawling Eleepods? Fat slugs...

Seems like Leepky got chummy too. Respects. Says nothing about Zeexen, however. Gotta win a race. He'll talk then, I guess... Found a heap of rusty metal in the shop. Leepky says, it's a mechos. If I bring necessary parts, I get the buggy. Sorta seen iron like this, but where?

Day 12

Aside from the road found an abandoned Passage. Big. Buried under garbage. A lot of fat, unshot stinkers nearby. Nobody's been here for a long time. Dark place.

Stood by the Passage to Glorx and dreamt about brave Beeboorats. Curious, how does a Vanger rejoin from the specks? What if not all specks get into the Passage, gonna be half a mechos? Why don't beebs get in there?... Wanna go to Glorx...

Charged the flier at last. It started glowing in the bay. An enclosed installation nearby the Passage does it. Painless. Just fall down and you're charged... And flying is boring. Hard to

maneuver. Can't hunt raffa. The device discharged again while I was trying to fly. Guess, it's good only to get outa ditches... Curious, how does the little thing lift trucks...?

Getting more and more beebs. Maybe gonna buy a huge mechos soon... Waited for the race. Noticed one interesting thing: just before the race I can paint escaves in white. And the fatties have nothing against... Feenger gave an eLeech. Doesn't fear anymore. Right. I'm gonna make it, beeb eat me!

Riding down the bottom road. On the top stinkers grow, obstructing the way. Can't always shoot'em, and when you miss, you get stuck... Steering clear of any risk... A few Vangers catching me up. The speed's on the limit. Some raffa on a heavy mechos butted me from behind and overtook. The compass jerked its limbs and flopped. No, went up again. Hardy bug. Watch your rear, nincompoop! I'm on tail. Going second... Went past the rams. Those behind me lingering at the barrier. The gap increased. That first is pushing properly. Guess not a rookie in the race. Knows the route well... Went half the way. Someone's going on the top before us! Spry little fitter... Went down. This way I'm gonna flop again... The Vanger who butted me knows his business. Three missiles sent the jackanapes far up. Didn't even yell. Kinda dangerous to overtake this bully. Too aggressive... Podish is near. I wanna be first! Fired from my little mortar. The Vanger turned around instantly to smash me. But I already jumped as high as my crate allowed... Two missiles caught me in the air. Flying twice faster. Never flew this fast. Fell on the road. Lucky me. One shot of a stinker, and I'm dead... See the entrance into Podish. My back's blowing black smoke. However, the missiles helped a lot. I'm there! The lid closed...

Leepky clucked nicely. Plumped twice the usual size. He's got eLeech again, the freshest one! Eleepods never gonna forget me. Sure! They haven't seen a race like this before. For me to come first with an eLeech is like to smash a beeb! Got it, you sack with eyes? But give me the key to Glorx. Next time? You swindler! Now you're talkin' to the champion, you salted worm. Open the window, vile creature!... Key on the nail! What pigs these Eleepods are. All right, at least gave me a heap of beebs. Get your kicks, Vanger...! And it seems like luckiness went up too. Cool! Found another mission in the store: get a culprit. Champions don't give up. Thieves must die...! Bought two big guns and a few different shells for them. Thieves are sturdy now... Also bought some tablets to repair mechos on the fly.

Day 13

The mechos is creaking and squeaking. Emitting smoke. Yeah, that was a funny race. Hardly stayed alive. Gotta have a repair... The stinkers are fading from my missiles... Everyone fears me... I'm Dominant! They say I hafta keep raising it... The one who knows everything and fears nothing, he is dominant. But otherwise it is decreasing all the time on its own... Yellow-bellied Vangers do nothing and so fear everyone, even raffas. But I'm a respected and brave Vanger!

Time to get to business and find the thief. Gotta look in the hide-outs first. Thieves love them... Found nothing in the hideouts—neither the thief nor stuff... Passing the bridge. Compass got nervous. Where's the lifter? Back on the bridge. The same effect. Standing still. A raffa's smoothly coming from beneath the bridge. Been swimming, little scoundrel. The compass is pointing at her. Catch the thief! Raffa isn't coming outa water. Can't get at her from the shore. Gotta jump in there. Tumbling in the water... Very nimble raffa. While I was falling into water, she got on the shore. I can't move that fast. Took me long to get out. Moving by compass again. Gonna getcha!...

See a metallic hideout. Someone has shot all stinkers nearby. Where did the thief go? Ok, gonna check the hideout meanwhile... Aha, here she is! Only a little mischievous raffa can hide in there. The dwarf jumped up. Very agile. I fired a couple of guided missiles. The thief is no more! The blast in the air was impressive... Found a strange object in the wreckage. Looks like Leepky. Only a dull raffa could need stuff like this. Gonna go back into Podish. Maybe they'll give me a reward...

Leepky was very happy. Like if I had brought him ten eLeeches. No, even twenty. Grabbed the doodad and quickly buried it in his hole. Shuddered and wheezed loudly. Forked out a heap of beebs I never seen before. It's a very precious thing, called Leepuringa. I would understand it, if it could shoot or something... Those Elee-pods are strange...

Day 14

Bought myself a new mechos. It's got a huge bay. Filled it up with nymbos. This stuff stinks, but it's business. There's a new hole for big weapon. Huge chain saws are in the front, guess they can cut poles. On a buggy like this I would take on a truck. Can go into Glorx right now. Where are you, my dear Beeboorats? Missing me...?

My new mechos rides across ditches well. It's like kid stuff for it. Gonna get me outa any jam. Only turns upside down sometimes. Gotta get used to it. I've been through the length and breadth of Fostral. However, I still sometimes find unknown hideouts. Found a discharged flier...

See a fight between two Vangers. One is on a truck, the other's on a mechos like mine. Guess they couldn't share a beeb. The truck is throwing burning beebs. The fire's obstructing every-thing... The other Vanger released a small ball. It's hopping on the ground. Funny... The ground quaked from the blast. Some heap of smoked iron remained from the truck. Just one shot! What a thing! Not like that funny Leepuringa...

Someone hit me two times and didn't even leave a scratch. The force fields are mighty... But who dared? Some dolt's shooting stinkers. Gonna getcha! Two missiles are usually enough to make a stinkhorn fly without a CopteRig... But that one is mean! Caught me up and started peppering from both guns. The champion ain't gonna scram from a greenhorn. How did you like the missiles? I gained momentum and pierced his side with chain saws. Made a hole. Once more... The blockhead is no more... Cooked... Some strange color he had, guess the jerk went nuts...

Feenger was upset. Promised a punishment. Eleepods don't like when someone kills their servants. Ok, next time gonna be more careful. Vangers are weak nowadays. Discovered that when talking to Feenger you can dig a hole and find something in there. Bought CutteRig. Gonna float like the others—it's often a shorter way...

Day 15

Nearby Incubator, found some garbage in the water. Someone's drowned. Jumping into the ditch. The floater turned on automatically. The mechos isn't sinking anymore. Can't get at the stuff... Blast! Looks like mechos can dive! You just do the same as when digging into ground and it dives. Mechos are smart. The air's almost out—time to go up. Picked up everything. Nothing valuable. Dabbled the wheels for nothing. Useful experience, however. Won't fear water anymore.

See a Vanger on some feeble mechos. Hopping at the door to Incubator. Wants to get in, I guess. Doesn't know how, greenhorn. Maybe I shall help him? Gained momentum on a straight road. My mechos pushes like a rocket. Couldn't take turn and fell into a ditch. What a speed! But the roads stink here! Too little space for a champion! I hope on Glorx they're better, not like on this Eleepods' dump!

In some hole found a big iron with two wheels. Fostral is a big dump. Doesn't look like a mechos. Not a raffa either. Who's gonna ride on two wheels? Doesn't fit my mechos. But I'd better hang on to it. Seems like it's a useful widget. I can tell. A Vanger is no stranger to hardware. Gonna take it to Podish and show it to Leepky.

See a strange flying mechos. The wheels are little. But there's a big one whirling on the top. Flying fast and isn't gonna fall. The device should have died by now. Not a good buggy to hunt for beebs, but for Eleerection—yeah! Tried to fire a missile, but no— vanished quickly. A nimble marvel!

Leepky raised hell on account of that feeble freak that I blew away. Shut up, you pig, I got it! Wanna get to Glorx. The iron that I brought turned out to be a part of a mechos. It fitted an old crate that they have in Podish. It needs one final part. Nobody knows where to search. Gonna look in hideouts. Gonna get under bridges. Gonna turn all stinkers over! I want a mechos for free!

Day 16

Been floating long around Podish. Found a place with wreckage of mechos on the bottom. Found out where the raffas hide. They went into blue funk from seeing me. Didn't find anything there. Checked all hideouts. Nothing but hungry beebs. Sitting there with their nippers out, heard nothing about the widget... My floater's almost dead. Found some stuff under ground. How did it get there? Maybe somebody got buried under a rockslide? The digger is almost dead too. While I was ranging over the world, a new Eleerection began. They won't give me an eLeech now—it's too late. What if I grab it from the leading racer? Among the first there'll hardly be any punks, so I'd better watch my own tail...

Hid myself under ground near the bridge at Podish. Afraid that a stinker springs up under me. See the race. The air's almost out. It's not quite time. The leader is far ahead of the others. That's good. We need no witnesses. It's time. Raffa is leading the race, the nimble fighter. I'm gonna tickle you. Eat a missile! Raffa falls into Podish and eLeech into water. Fair game. Lost prize but saved life. Took me a while to pick up the grub. My floater is dead. The other racers are fetching up. Popped up from water and jumped straight onto the hatch. That's called a knack. Had to kick some stinker off the hatch. I did it!

I'm the champion. All Eleepods are my friends. The pod decided to give me the key to Glorx. Farewell, Eleepods. Leepky's got some plans about me. Gonna give him hell. Shouldn't have scolded me. I dug in Leepky's burrow. Found the same doodad—Leepuringa. Guess, I'll keep it as a memory... Leepky's gonna burst. I'll be on Glorx in an hour—try to get at me there, you worm.

A raffa shot at me on the exit. Guess the same that I grabbed eLeech from. Ok, live on, little punk... I'm kind today. Beeboorats are awaiting me!

Day 17

Here's the Passage. What the hell? It doesn't let in. Ah, yeah, sure, forgot about the damned Spiral I've got inside. Gotta charge it... It shouldn't take much time... Ain't gonna visit Feenger—I'm bored with these boneheaded Eleepods.

Charged the Spiral. Everything's okay. Farewell, Fostral. Some truck zinged past on the top road. Haven't seen it before. Who did he scare? Or maybe hunting for someone? The hoodlum's chockablock with weapons. I'm gonna buy a buggy like this on Glorx and panic every next man. Gonna buy Crustest to blow any rebels into hell. That's gonna be LIFE!

Moving fast. But missiles are faster. Who dared? The same truck. What did I do to him? Maybe he's shooting stinkers? No, aiming at me. All devices got discharged. Ok, you big guy, let's fix a fare-well race. But I'll remember you. I went down to the bottom road. Only need to get to Passage. The truck overtook me by air. Maybe he mistook me for someone else? I'm The Champion of Eleerec-tion, am I not? The Passage is near... The truck's smoking right at me from the front. I definitely don't like this. Quickly turned back. The right time. The hoodlum released a round bomb. I was in the periphery of the fire cloud. Lost almost all armor. Gonna scram by water. The road's not mine today...

The floater died. I'm moving on the bottom periodically emerging to get air. Tumbling in a ditch like a beeb without limbs. Moving from bridge to bridge. The hunter caught me again. He's riding along the shore and watching me. Enjoying. Not the best plight. Gonna fight back with missiles. Only three Pupok's left. After two hits the truck backed off. Scared, scoundrel. I'll catch you later. In the water I'm safe. 'Strewth! The truck's in front again, cun-ning raffa. What does he want? Something softly fell in water. A swimming beeb? I took off, flying... The energy is near zero. The bay opened and stuff started to fall out. Another missile. Spot-ted the hoodlum picking up the damned Leepuringa and turning back. Leepky sent his regards. OkorOKs never miss. And here's the Passage. Cheerful Beeboorats are smiling... It's very hot. The wheels dropped. My...001011001...98783...photons on the meter... Darkness...

Notes

Beeboorats: Beeboorats live on Glorx. Eleepods fear them terribly. They scold Beeboorats even more than me. I can tell they're good. They won't teach me all the time. Wanna go to the good Beeboorats!

Beebs: Beebs are little bugs. They creep on Fostral in huddles. I love treading them down, but they often dodge nimbly. They can even get on the mechos and bite something off. You can exchange their skins for some goods in the shop. I wonder, how do Eleepods get beebs themselves? Guess they smear phlegma around escave and beebs get stuck to it. And I've heard beebs have their own escaves!

Bios: Sticky Eleepods, good Beeboorats and odd Zeexen are all bioses. Each bios lives on their own world. That's because they can't stand each other.

Bunch: Apart from Leepky, there are other Eleepods in Podish. I've never seen them, however. All in all, they're called a bunch: all the creatures that live in an escave. Leepky said, I'm not from their bunch. Sure, I ain't never gonna rot in their stinking escave.

The Chain: I've got a huge metallic chain in my mechos. And Leepky told me something about the Chain of Worlds. They're not the same. There are some other worlds besides Fostral that I gotta drop by. They're Glorx, Necross, Xplo and some abandoned worlds. Altogether they're called the Chain of Worlds.

Chord: I was digging in Leepky's burrow when he told me about this, so I didn't remember anything. That's something inherent to Eleepods.

Cirt: Once I came across a box on the road. Brought it to Leepky. He swelled from joy and said it was cirt. The cirt that the mysterious Larva leaves. I didn't catch the Larva then, didn't even spot it leaving the cirt. Later Feenger said that Vangers pick up the cirt themselves.

Cirtainer: A box to ship cirt. Else it's gonna rot. It's expensive in the shop—a cumbersome crock.

The Clash: They say nothing of it, just send me to Zeexen. I guess it's after The Clash when Eleepods got hidden in their burrows and never emerged since then. There musta been something horrible.

Cryspo: The Cryspo are odd beasts that crept on Fostral long ago, when Eleepods didn't even exist. Zeexen can tell about this, but where do I get them now? Sometime I'll catch a Zeex and grind her down with questions.

eLeech: When Eleerection comes, Feenger gives an eLeech to every Vanger who wishes. It's such a little twisted worm. You have to drive him straight to Podish, without turning off the road. Else the eLeech dies, and you'll be in a bad plight. Better don't look at Leepky when he gets angry at the sight of a dead eLeech. As I got it, eLeech is a juvenile Eleepod that just reincarnated from a pod-eater who had plumped out to death.

Eleepods: Eleepods inhabit Fostral. They live in their underground burrows and fear to go out. So they send Vangers. Those fat carcasses scold and teach you life all the time.

Eleerection: Eleerection is when many Vangers with eLeeches in their bays race at full speed from Incubator to Podish. You better keep off the road else they're gonna tread you into the ground. They hurry because Leepky forks out a heap of beebs to the winner. I won an Eleerection once. Another win and I'll get the key to Glorx.

Escave: An underground place where hucksters sit. They never get out to the surface and rot in their burrows. A Vanger doesn't have much to do down there. The hucksters sell mechos and some stuff. Several hatches on the ground lead into these burrows. There are two escaves on Fostral: Podish and Incubator.

Feenger: Feenger is an Eleepod that sits in Incubator. He's not as fat as Leepky, but looks the same. Maybe while I'm going through Fostral, Leepky quickly crawls under the ground and meets me in Incubator? And loses weight on the way? But why would he need that? And how does he plump out again? Unclear... They also tell tales about some pod, like Feenger is Leepky, but another one...

Fostral: As you get out of Podish, Fostral is all around. These expanses are green from mold, with bad roads. On the roadsides stinkhorns grow, beebs creep in the ditches and raffas are all around. You'll see a lot before you get out of this dump, into another.

Glorx: If you ever manage to get out of Fostral, you'll get right to Glorx. Beeboorats live there. Eleepods say there's a lot of water on that world. Water sucks. But for the Beeboorats' sake I'm ready for anything. Just not to see Leepky and his pod. Also, a thief escaped to Glorx that I chased through half the world. But I'll get 'im sometime anyway.

Gulp-down: If I don't bring the eLeech to Podish before Gulp-down starts, he's dead. And me too. Eleepods watch this. During Gulp-down everything gets darker. Fostral chills out.

Incubator: Incubator is Eleepods' second escave. If you ride from Podish up all the time, you'll get right there. Vangers ship nymbos to Incubator. This place is very wet and hot. Guess that's why they don't sell mechos there—they would rot out alive in that hole.

Kuzowocks: I've brought a lot of stuff to Leepky, but never came across a kuzowock. The fattie sees them in his dreams. I've asked him many times about kuzowocks and every time he fears that I steal his. Never tells me what they are.

Larva: Larva is Eleepods' idol. Leepky asks to bring it. But what it is and where to catch it—he can't tell, just thrills and swells. Also, Larva gives the cirt, and Eleepods need it too. But anyway, it's all very obscure.

Leepky: A very fat Eleepod. Very bombastic and blown up. The first memory in my life is his annoyed mug. Talks plentifully and enigmatically, guess that's why he calls himself The Counselor of Podish.

Mechos: Without a mechos a Vanger can only sit in an escave and listen to Leepky's mumbling. On mechos Vangers ride and carry stuff.

Necross: Zeexen live on Necross. To get there, you need to get to Glorx first. I once saw a mechos plastered with some motley mud and ooze. Guess it's from Necross. There's no such yucky stuff on Fostral. Guess it's a slimy place.

Nymbos: In Podish you can take as much of it as you want. They're such yellow glossy clots. You have to ship them into Incubator, but quick. Fresher nymbos costs more. Leepky says Beeboorats like eating it; he always fears that I steal some and sell it to them.

Passages: They're those glowing stars on Fostral. I've spotted three of them. Been thinking long of getting into one. But it just tosses me up all the time. Other Vangers can get into them. They turn into a cloud of specks and the circle draws them in. And you can't get 'em anymore. Through a Passage you can get into another world. Leepky says, a key is needed for the travel...

P-beam: When many Eleepods creep together, they can arrange a P-beam. Leepky boasts of it, says that with the P-beam they can see through anything. Gotta ask them to find that big gun that I once lost in the river near Incubator.

Phlegma: I've had enough trouble with this mucus from Incubator. Too sticky and gooey. You should bring it to Podish where you can sell it. The local Eleepods swim in it and smear each other with it, the stupid dolts. Guess if I smeared my mechos with this stuff, it would rust out at once.

Plump-up: During the Plump-up, Eleepods swell enormously in their escaves and produce nymbos. Many even burst from the effort. If you go to Incubator during this phase, you can be in time for eLeech giveaways.

Pod: Leepky tries to scare me with it all the time. An Eleepod can't creep on his own, he needs the pod. In the pod they'll lick and tickle him, smear him with mucus and do other stuff. I wouldn't like living in a pod. How can I share beebs with another Vanger?

Podish: That's how Eleepods call their main burrow. It's deep under the ground. A very wet and slippery place. Podish is easy to find—just ride down all the time and you're there. Leepky rules in Podish, the fat Eleepod.

Raffa: They're such feeble mechos. Guess they're for those dumb Vangers who can't even remember the way from Podish to Incubator. But they know the way to my hideouts well. I kicked the scoundrels off my place a couple times. They're agile freaks, but even a stinker can kill them.

Softie: It seems the Softie made all those Passages. I wouldn't believe that the lazy Eleepods made them. And they don't know nothing about the Softie. I've been through the length and breadth of Fostral, but never saw them. But I saw an abandoned Passage—nobody ever gets out of it. Maybe they're hiding behind that Passage?

Transmundane Bios: There once lived a bios. They'd pick up the cirt, send Vangers to and fro, then they disappeared. It's somehow connected with the Larvae. Maybe Eleepods gonna vanish soon too. That would be fun. I would dig in their escaves to my mechos' content!

Vangers: I'm the Vanger. Well, other ramblers like me and raffas are Vangers too. Only Vangers can ride on the worlds on mechos. It's only due to Vangers that all those underground carcasses live: you bring them nymbos, you get them cirt.

Zeexen: Zeexen live on Necross. Feenger says they like fairytales. If I ever get to them, I'll sure ask them why Leepky and Feenger are so much alike, where the beebs hide, what's beyond the mountains near to Incubator, and where to find Leepky's kuzowocks. I'll ask them everything!