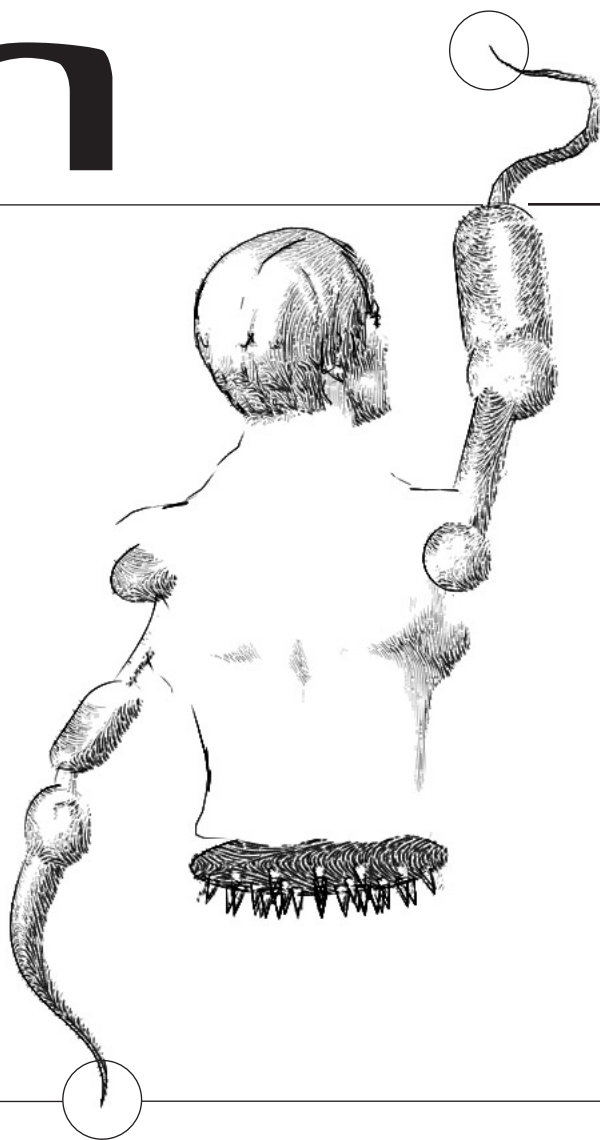


# down

- a** Story
- b** Menu Options
- c** Navigation
- d** Interface  
in the game  
in the shop
- e** Environment  
waters  
objects  
creatures
- f** Quick Reference
- g** System Requirements
- h** Troubleshooting



## **a Story:**

In ancient times (before the first men came to Karelia) the world wasn't fashioned as it exists today. There wasn't one world; but three different worlds. These were tied together by worldknots - huge monuments that withstood the suction of entire universes. Smaller worldknots were hidden in every part of physical matter; these had the ability to change parallel universes connected by the bigger ones. Smaller worldknots could not do this to the degree that large knots were able. However, small ones were strong enough. When matter moved in one universe, it moved the same way in parallel universes as well.

Because of this complex situation, inhabitants of the different worlds joined together to collaborate for a better future. Collaboration was established among three parties: „The Inner“, „The Outer“, and „The Gathering of Losts“. These parties respectively dedicated themselves to inner reality, outer reality and the small remaining pieces that exist somewhere in-between. Each party lived in its own reality and fought against forces which tried to prevent the alliance from evolving. „The Gathering of Losts“ existed as a small minority in the alliance. The fringe interests of this party proved the primary reason for the alliance's break down in later years. Even during their membership, they remained an obscure group of individuals with shady personalities and private pursuits.

In ancient times, before men arrived, dwarves lived in the place we now know today as Karelia. They called it AO then. It was their trade to maintain the worldknots and keep them up and running. They tied the universes together; they watched their environment and ensured stability and continuity. They created „reality“. The dwarves took great care of the worldknots and matter itself. They soon discovered that metal (such as gold and silver) or compressed stone (diamond, for example) had more influence in maintaining the worlds' continuity than other forms of matter. They decided to use these resources in their work. Thus, they began to trade and collect powerful gems and gold.

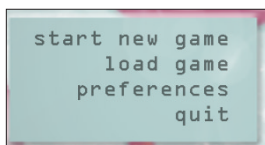
You're one of the dwarves they call „The Backpacks“ or „Nanodwarves“. Unlike other dwarven creatures, „Backpacks“ must travel while they work. With a backpack pinned to your chest, you spend your life traveling through the three worlds. The day comes when you and all other Nanodwarves receive the message that you are now ready for „The Longest Journey“. „The Longest Journey“ will lead dwarves to their foreign inner being as well as to foreign regions of the outside world. The specific task changes from generation to generation.

After centuries of collaboration, the allies split apart. Their vision of a common future is shattered. They decide to separate realities. Each party will develop its own unique future.

Your task is to unleash the three crimson pulsars. You must disconnect the three realities so that each may follow its own laws and eventually evolve to become what humans presently believe as the one single „outer“ reality.

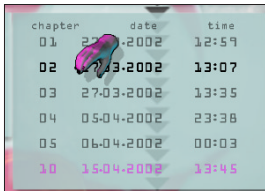
Take care. The journey may change you...

## b Menu Options:



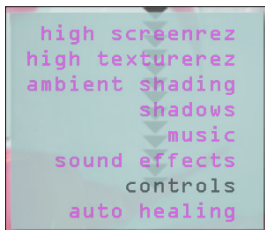
### Start New Game:

You will usually use this option only once at the very beginning of your journey.



### Load Game:

Choose one of the six slots to return to a saved game.



### Preferences:

#### High Screenrez:

high resolution / 1024\*768

low resolution / 640\*480

(to toggle resolution you have to restart the game!)

#### High Texturerez:

toggles the szenario's texture resolution

#### Ambient Shading:

toggles highlights on the szenario

#### Shadows:

toggles shadows of objects and creatures

(option can only be set if ambient shading is active)

#### Music:

toggles ambient music on/off

#### Sound Effects:

toggles sound effects on/off

#### Controls:

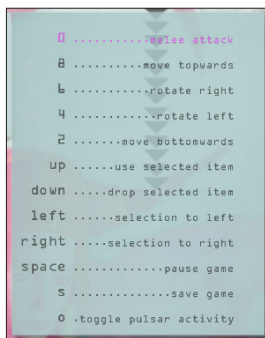
configure keyboard settings

#### Auto Healing:

when active your creature heals itself with the available potions

### Quit:

Quits the game



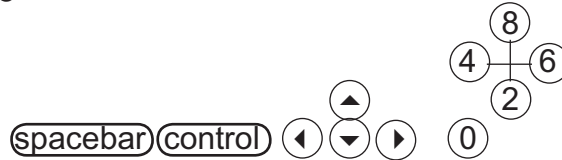
## c Navigation:

Use the mouse for navigation.

Move the mouse to the upper border of the screen to walk FORWARD.

Move the mouse to the lower border of the screen to walk your creature BACKWARDS  
ROTATE the walking angle by bringing the cursor to the left or the right border of the screen.

Instead of navigating with the mouse, you can use the following keys to walk through the scenarios:



start MELEE ATTACKS by pressing 0 on your keyboard.  
use spacebar to PAUSE the game.

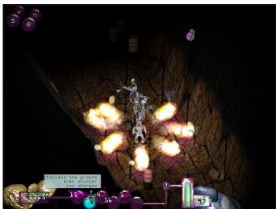
press control 1 to 6 for using the item in the corresponding inventory slot.

You are free to configure keyboard settings in the preferences menu

## d Interface:

### In the game:

Find INVENTORY on the bottom of the screen:



Roll over an object or a creature in the scenario to see its attributes.

If the object is light enough to lift, check its attributes by floating in a box above the cursor.

Pick it up by clicking on it. The chosen object will slip in one of your six inventory slots.  
If there is no free slot left, you won't be able to pick up any more props.



Press → on your keyboard to move the selection to the RIGHT

Press ← on your keyboard to move the selection to the LEFT

If you prefer to navigate through your inventory with the mouse, select a specific item in the inventory by clicking on it.

Press ▲ on your keyboard to USE an inventory item

Press ▼ on your keyboard to DROP an inventory item

Press the control-key while clicking on an inventory item to USE THE ITEM.

Once an object is used up, you will drop it automatically.

You can also control the items in the inventory by drag and dropping them.

PULSARHANDLING differs somewhat from normal itemhandling:

If a pulsar is light enough for you to lift and NOT running you can pick it up and carry it around as usual.

To TURN ON the pulsar, plug it in the ground first. Stand close to it, and either **control**-click on it or press **o** on your keyboard.

The HEALTHBAR is located on the right side of the inventory. The status of your health is charted using numbers 100 to 0. The color of the bar will change from green to red.

On the left side of the screen, the interface displays the amount of GOLD you possess. You will need gold for buying and recharging items in the shop.

The COMPASS is located in the upper left corner of the display.

Click on the „!“ button above the inventory or press **h** to toggle control/help.

### In the Shop:



This is where you can buy, sell or recharge items for your ongoing journey. You will have the opportunity to do so after every successfully finished chapter.

On the right side of the screen you can view the store's objects for sale.

Select one of these items and press buy to purchase an item.

If the item is too expensive for you to buy, its price will be written in purple.

Sell an item in your inventory by selecting it and pressing the sell-button.

When you have finished all interactions, leave the shop by pressing the done-button.

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## e Environment:

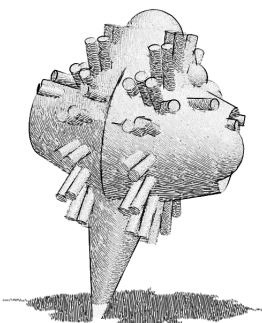
### Waters:

There are poisonous lakes and swamps as well as clear and healthy ones. Slip off a rock and tumble into a poisonous swamp. The result will almost surely be death.

### Objects:

#### Pulsars:

Pulsars are powerful, ancient units. Once plugged into the ground, they have the ability to bend the world around them. You may use pulsars to walk through poisonous areas without being killed, to keep enemies away from you, or to cause a needed prop to tumble down a hill. Pulsars vary widely in their speed and shape. You may find a slow, radial pulsating one with a huge amplitude, or you may discover a fast, linear pulsating one with a wavelength so big the whole ground shakes up and down but you do not see any waves.



You can **ACTIVATE** a pulsar by standing very close to it and pressing **○** on your keyboard or **control**-clicking on it. You can **DEACTIVATE** it the same way. Pulsars can only be run when placed on the ground. You can't run a pulsar that is located in your inventory.

You are free to mix the waves of several pulsars. There are pulsars that multiply their waves and there are pulsars that add their waves.

Pathfinders are a special kind of pulsars: They project a ray of light into your direction when switched on. By doing that it helps you finding back to the pulsar. Use it to mark places you will have to find again later in the game.



### **Gold Nuggets:**

It's always helpful to bring some gold for later uses. Gems and golden scarabs are the most precious objects in AO.



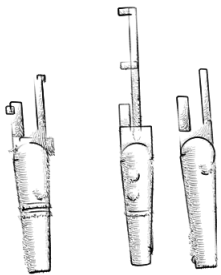
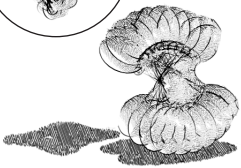
### **Healing Potions:**

Simple peaces of a dead meat structure that help you restore your health. Be careful! There are poisonous ones as well.



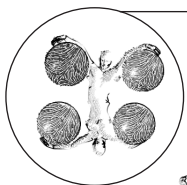
### **Shooters:**

There are a lot of different shooters. Some shoot just one bullet at a time; some shoot more than ten bullets! Some bullets keep close to the ground. They fly up and downhill hovering just above the rocks and stones. Some explode when crashing into the ground. There are straight, whirling and vibrating shooters. „Even Shooters“ always fire a multiple of two bullets. They are more precious than „Odd Shooters“ because they keep your back perfectly safe. However, all shooters are essential. You won't survive for a long time without a multiple shooter if you're attacked by more than five enemies.



### **Keys:**

Keys are ancient units. They're similar in origin to pulsars. They don't unlock things as the name suggests; they make things disappear. You will have to find and use keys to pass through blocked passages.



### **Bodyswappers:**

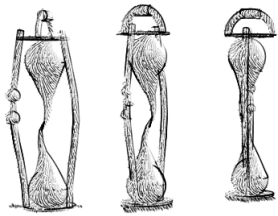
Bodyswappers are distant relatives to pulsars. They give you the opportunity to change matter around you. Stand close enough to another creature and slip into that creature's body. Leave your old body behind!.

Bodyswappers are a great way to improve your strength and health. All your inventory items will be transferred to the new body.

Don't stand close to a dead body while using a bodyswapper! You might give your life to the dead creature and receive death in return.







### **Mattermelters:**

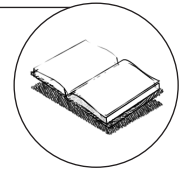
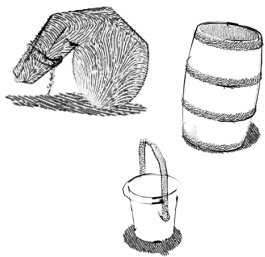
These items are able to melt dead matter into a new item. Stand close to the items you want to melt and use the mattermelter. These units are handy when you want to save inventory space and/or build more powerful items out of minor items.

### **Melt:**

A melt is the product of mattermelting. Depending on the items that went into the mattermelting-process, a melt can have bizarre uses. It may be able to shoot missiles and heal the caster at the same time. The biggest part of melts are used as a collection of items of the same use.

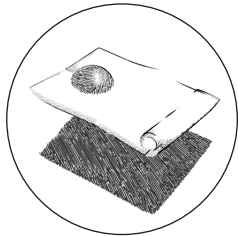
### **Messages:**

May give you hints about the chapter you're in.



### **Containers:**

Every item in the game may serve as a container for precious things waiting for you to pick them up. Containers such as bags or barrels are easy to recognize. However, treasures are also hidden in old trees or under stones.



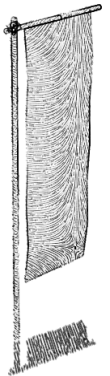
### **Maps:**

They vary in scale as well as precision. A map is limited in its number of uses. Be sure to use it wisely.



### **Banners:**

You're not the first nanodwarf on „The Longest Journey“. Your predecessors have marked important spots from previous journeys.



## **Creatures:**

You will meet lots of creatures on your way to the inner workings of your world. Some meetings may be peaceful; some will be rough.



### **Nanodwarves:**

The backpacks or nanodwarves are the long established guardians of the world-knots. Until recently, their job was to keep worldknots working. They must never be without access to their tools. Even while sleeping, they wear backpacks pinned to their chest by a single huge nail called „The Friendship“.



### **Ampudwarves:**

This stronger breed of dwarves lives close to the core of the world. Once they were gentle-minded creatures; they enjoyed life's brighter sides. Now they have been bred to brutal machines to make them more aggressive and productive. Their only extremities consist of sharp steel blades and hooks. You will not encounter ampudwarves on the world's outside.



### **Ranees:**

Horned, demon-like creatures. The ranees and danaas lost their males when their ancestors jumped through a worldknot to invade our fruitful lands. In time, they grew angry and bitter over the loss of their species' males. They slowly turned to an oppressive military governing style. Everyone was expected to stand up for the collective - no matter what.



### **Danaas:**

Stronger and taller than ranees, they're often leaders of a group. Danaas were the first race to use missile weapons. Eventually, other creatures used missiles, also. Among all your opponents, danaas continue to have the biggest shooters arsenal.



### **Warworms:**

These slimy creatures are often found in swampy areas. They become one with the poisonous waters and lurk for unprepared creatures as they walk by. Young nanodwarves also call them „speedslimes“ because they move at an amazing velocity. „Weaver“, a blind warworm, lived close to the outermost nanodwarf dwellings. Young dwarves created a test where they would tease the old worm and run away. In spite of his blindness, Weaver almost always won...



### **Slashskeletons:**

The remains of fallen adventurers. Slashskeletons haunt the dark dungeons deep down under AO. They're greatly feared. Their right arms have been replaced by huge slashesabres. Rumor says they live by drinking the blood of other fallen adventurers. It's said that the number of slashskeletons will grow year by year until there are no victims left to drink.



### **Snakehounds:**

A bizarre mixture of snake and hellhound. The snakehound is a demonic creature that guards the last gates at the third crimson pulsar.



### **Mice:**

These small inhabitants of many parts of the world are known to be peaceful. They are not very strong. However, they may attack you if provoked. Some people claim to have met fiendish mice. This rumour has never been confirmed. Remember, they are weak on their own, but en masse they can prove to be quite perilous!



### **Fireflies:**

They often attack in swarms seeming to come out of nowhere. These fast, deadly creatures are found in the swampy or hot regions of AO.





### **Snowts:**

Snowts are hairy and powerful. These slow creatures dominate the ice deserts. They are not very intelligent. Even so, they are fearless, frightening beasts. For a long time, it was believed that they had been almost entirely vanquished by the backpacks. A living snowt had been sighted on a massive mountain in the east. It had been spotted only on rare occasions.

## **f Quick Reference:**

Most of the game controls are configurable. Check out the controls settings for your current configuration.

### **Navigation:**

|                        |       |                            |
|------------------------|-------|----------------------------|
| <b>8</b>               | ----- | move forward               |
| <b>6</b>               | ----- | rotate right               |
| <b>4</b>               | ----- | rotate left                |
| <b>2</b>               | ----- | move back                  |
| <b>space</b>           | ----- | melee attack               |
| <b>click on ground</b> | ----- | navigate through the world |
| <b>click on enemy</b>  | ----- | melee attack               |
| <b>walk into enemy</b> | ----- | melee attack               |

### **Item handling:**

|  |       |  |
|--|-------|--|
| <b>click on item</b>                   | ----- | pick up item                                     |
| <b>*</b>                               | ----- | pick up all items within reach                   |
| <b>click on container</b>              | ----- | open up container                                |
| <b>control 1 to 6</b>                  | ----- | use the item in the corresponding inventory slot |
| <b>control click on inventory item</b> | ----- | use clicked item                                 |
| <b>control click on pulsar</b>         | ----- | toggle pulsar on / off                           |
| <b>click on inventory item</b>         | ----- | select inventory item                            |
| <b>arrow up</b>                        | ----- | use selected inventory item                      |
| <b>arrow down</b>                      | ----- | drop selected inventory item                     |
| <b>arrow left</b>                      | ----- | move inventory selection to the left             |
| <b>arrow right</b>                     | ----- | move inventory selection to the right            |

### **Game options:**

|            |       |                                       |
|------------|-------|---------------------------------------|
| <b>s</b>   | ----- | save current game                     |
| <b>h</b>   | ----- | display help / controls configuration |
| <b>esc</b> | ----- | quit game                             |
| <b>p</b>   | ----- | pause game                            |
| <b>t</b>   | ----- | toggle pulsar on / off                |

## **g System Requirements:**

g3 / 64mb RAM  
256mb virtual memory  
os9 or higher / osX or higher  
open gl capable 3d-accelerator  
Rezlib Extension  
256mb virtual memory  
130mb hddiskspace  
640\*480 and 1024\*768 display support

You may try the game on older pc-models with proper graphics cards.  
The viewing radius grows and shrinks with processing speed. The game usually runs well, but it has a very small viewing field.

## **h Troubleshooting:**

ALWAYS close all other applications while running the game.

If you experience crashes during loading screens your RAM might be too small. In this case, enable virtual memory (128-256mb) and start again. With enabled virtual memory, some gaming speed may be lost in some areas.

If the szenariotexture doesn't load correctly, the memory of your graphics card is probably too low. Try running the game with „high texturerez“ disabled.

Assigning more memory to the application is NOT recommended.

**For further information** and downloads, visit the official websites at:

<http://www.deeperanddown.com>

<http://www.fantasoft.com>

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