



DROIDYAN II

ABSOLUTE MONARCH

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Health warning

Some people may suffer an epileptic seizure or loss of consciousness when exposed to flashing lights, natural or artificial. Such persons may also be at risk when looking at images displayed on the computer screen. If you or any potential user has ever exhibited symptoms similar to those listed above, please consult your physician before installing this product. Remember the importance of not straining your eyes or muscles and to rest for about ten minutes for every hour you are working or playing computer games.

DROIYAN2

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Before you start

Before installing **Droiyán2** take a moment to review the Recommended Minimum System Requirements. Your computer must meet all the Minimum System Requirements for **Droiyán2** to run. If it meets or exceeds the Minimum System Requirements, the performance of the game will be greatly improved.

Minimum requirements

Operating System	Windows 98,2000,XP
CPU	Pentium 166 MHz (recommended Celeron 300 or higher)
Memory	32 Mb RAM (recommended 64 Mb or higher)
CD-ROM speed	4x drive (recommended 8x or 8x top)
Disk space	400 MB of free space
Graphics Card & Sound	Compatible with DirectX7

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Installation of DROIYAN2

Before running the game, make sure that no other applications are open.

Next, insert the Droiyen2 disc into the CD-ROM drive.



The initial screen contains 4 options:

Install Droiyen2 - Click here to install the game.

Install DirectX - Droiyen2 requires DirectX. If you don't have this application installed on your computer, click here. **HomePage** - Click here to get on-line information about the game.

Quit - If you want to return to Windows, click here.

Instructions for installation

If the autorun option is enabled, the installation program will start after a few seconds. Follow the instructions in section 'b' below. If this option is not enabled, follow the instructions in section 'a'.

a) From the desktop, click Start and then Run. Type **D:\SETUP.EXE** (where **D** is the letter of your CD-ROM drive) in the **Open** box and click **OK**.

b) To install the game, click the **Install Droiyán2** button and follow the on-screen instructions. If you have any doubts, choose the default options during the program installation.

Run Droiyán2

Once installed, you can run the CD-ROM by selecting **Start/Programs/Zeta Games/Droiyán2**. If the autorun option is enabled, simply reinsert the CD-ROM back into the drive.

Service technical

If you encounter any problems after completing the installation and you have verified that your computer meets the minimum requirements, please contact Zeta Multimedia technical support.

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Before you call, make sure you have your PC specifications in front of you, including:

- 1: PC manufacturer and model
- 2: Processor speed and amount of RAM (e.g.: P200 with 32 MB RAM)
- 3: Windows version
- 4: Complete and accurate error messages (if any).

You can contact us in the following ways: either by calling our Spanish telephone number: 93-484 66 61, or by sending an e-mail to hotline@zetamultimedia.es , or to [.buzon@zetamultimedia.es](mailto:buzon@zetamultimedia.es)

Register at www.zetamultimedia.com. You will be part of the Zeta Multimedia Club and you will benefit from raffles and preferential information about promotions and new titles.

Chapter 1 - Introduction

1.1 History of the Emigration

1099 B.C. Before the emigration

69% of habitable land in the Kenes star system is declared contaminated land. Recovery efforts are very slow, as many of the planets in the Galaxy have lost their self-purifying capacity. The Stellar Confederation meets and begins to consider the possibility of migrating to another star system.

1098 B.C. The discovery

Icarus, an important astronomer, discovers a habitable planet at 370,000 light years. After 8 years of research, it is confirmed that its living conditions are 99.2% optimal and the emigration plan is initiated. The new star system is named "New Kenes", and its main planet is called "Icarus", in honor of its discoverer.

1089 B.C. The first Emigrant Fleet Plan is established.

Forty giant ships, 300 kilometers long, are designed and built to initiate the emigration.

1055 B.C. 90% of the emigrant fleet is ready. Selection of the first emigrant team

Most of them are laborers who must lay the foundations during the settlement phase. However, according to unofficial sources, they also embark soldiers. Current historians believe that the inclusion of soldiers is the work of high-ranking officials with interests in the early settlement phase.

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1054 B.C. Just as the emigrant fleet is about to be completed, war breaks out.

The real reason is a conflict of interests between the major forces dominating the rights of the Emigration Plan and the Emigrant Fleet. The situation is prevented from worsening by the mediation of the Star Confederation but, inevitably, a hostile environment has already been created.

1053 B.C.E. First emigrant fleet completed

40 ships of the emigrant fleet, capable of carrying 6 million people, depart from the space station. Many of the passengers, with the exception of the crew, are placed in frozen sleeper capsules controlled from Headquarters. The crew consists of 100 men and 100 women, a measure adopted especially for the long journey, since it is known that traveling at the speed of light, 7 new generations will be born before reaching the new Galaxy. With the departure of the first emigrant fleet, the Kenes New (K.N.) calendar is created.

Year 3 K.N. First wedding in the emigrant fleet

Two crew members of the flagship "Icarus" get married and the following year their first daughter is born. The family name has not gone down in the annals of history.

Year 33 K.N. A large-scale war breaks out in the Kenes star system.

As in the years of the first generation of the emigrant fleet, the war is triggered by a conflict of interests between the high powers, just before the second emigrant fleet has been completed. This time, unlike in the previous war, the entire Kenes star system is practically destroyed. Only
There will be only a few survivors left.

Year 126 K.N. Abandonment of the first ship

The 23rd emigration fleet, the "Jinger Ron", falls into unknown space and is unable to regain control of its main power mechanism, the "Sigma Drive". With this loss, the population begins to drop rapidly and many ships are unable to continue their journey due to the impossibility of maintaining their cooling system. After the first and second generation, the survival of the fleet depends on a third or even a fourth generation, and the goal of reaching the planet Kenes New begins to fade.... Perhaps because they are missing the necessary information.

Year 300 K.N. The first emigrant fleet arrives in Kenes Nuevo

Only 4 ships of the first emigrant fleet manage to reach the planet Icarus, in the new Galaxy. The names of these ships are:

Flagship Icarus

Support vessel number 6 Ganezia

Support vessel number 13 Pilippo

Emigrant vessel number 4 Elpadro.

Unfortunately, ship number 6 has broken in two before reaching the ground and, unable to withstand the gravity, it sinks under the sea of heavy metal of one of Icarus' satellites. Spacecraft number 4 also ends up buried in the canyon of an iceberg of another of the satellites, also due to problems with gravity. These two satellites will be named Ganezia and Pilippo, in homage to the two lost ships.

The emigrants awaken after a long hibernation and soon disperse to the planet Icarus, where they will live as primitive tribes.

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After several centuries of conflicts, the Empire of Icarus will achieve the unification of the planet and with it, a long period of peace will begin. The Empire of Icarus will concentrate on recovering the civilization of Kenes, and it advances rapidly thanks to the information about the past that little by little it manages to recover.

This breakthrough is accelerated by the discovery of a magical mineral, "Letinium". This material is very stable and infinite power can be extracted from it with only a small production process. The new energy begins to be applied to numerous fields. Later they will discover that the satellite Pilippo has a lot of Letinium and they will begin to exploit its mines. Thanks to this blue mineral, the lost civilization begins its slow recovery process.

The Empire manages to stabilize after three centuries, and after two more centuries, the sages announce the complete recovery of the civilization of the Kenes star system. From that moment on, the Empire will prosper thanks to science.

However, considering the fact that they retain only a minimal level of knowledge about the Kenes civilization - only a tenth - it is difficult to believe that all these events have been properly analyzed. Some historians even doubt the fact that Icarus actually recovered the entire Kenes civilization.

1.2 Foreword

986 Century of the Empire of Icarus

The sudden coup d'état organized by Lord Peseus ended in victory in less than 4 hours of fighting. The squadron van B.R.A.V.O. successfully took control of G.O.D., an imperial fort located among the fixed stars.

The crown prince, Kail du Rabson, who was being crowned, was arrested by Lord Peseus' army. They also captured Princess Lanthia du Rabson who was staying in a royal palace and a prominent Crown officer who was fighting with the Emperor's army.

After the coup d'état, the situation quickly returned to normal.

Lord Peseus' army detained Kail, the heir to the Crown, and Princess Lanthia under the premise that "we will take good care of them out of respect for His Majesty and because they are family of the former Emperor". Later, they contacted high officials of the Emperor's Court.

Two weeks after the revolt, a young man named Astradd Sevinus was put on trial. The boy, a 29-year-old former officer of the Empire, was dishonorably discharged from the army. In addition, his fief was taken from him and he was banished.

The reason was that during the assault on G.O.D., he shot down a G-77 Series soldier belonging to the rebel army.

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When he returned to his village, he found that it had been completely looted and burned, as the Forces of Order had completely disappeared.

Finally, he decided to become a hunter to survive and go in search of "Sanad", the Lawless City, with a rusty old sword.

HAX-13 Astradd Sevinus. Class E credit, certified by the Guild. This was the first code he received as a hunter.

Chapter 2 - Characters

Astradd Sevinus

He is the hero of the game. Eldest son of a military family, warrior of the galaxies and instructor of swordsmen of the space force of the Old Empire. An elite soldier, with the title of knight and promoted to officer when he was very young.



Just after the breakup of his engagement with Milady Sezir, the revolt breaks out. With the triumph of the revolt, Ast is dishonorably expelled from the army and banished. When he returns, he finds that his village has been totally looted and burned. He has nothing left, so he decides to become a hunter to survive and go in search of "Sanad", the Lawless City.

Grandier Sezir

Heroine of the game and younger sister of Ast's former fiancée, Milady Sezir. Thanks to her intelligent sister, she occupies a prominent place in the Empire. However, she has a strong inferiority complex, feels great hatred towards her sister and feels uncomfortable when she receives help. After the revolt, she acts as a double spy, in the service of the Martial Law army and for the Resistant Force in order to help Ast. She will eventually be hunted down.

She is in love with Ast, but her pride does not allow her to admit it, as it hurts her that Ast was her sister's fiancé.

**Peseus du Rabson**

True commander of the revolt. Uncle of Ecar VI, who is Prince Kail du Rabson, and youngest son of the former Emperor Ecar V. All his brothers died very young and Peseus was the only survivor.

His youth was not a happy one. It was marked by a long exile of more than 10 years because, jealous of his brothers, he conspired against them. However, his golden age begins right after his return from exile. Before the revolt, he had been Minister of Science as well as feudal lord of Ganezia; he had also devised some security measures, among them the gigantic planetary fortress G.O.D.. Peseus has great charisma and his gaze is so intense that no one can resist him.

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Milady Sezir

Ast's former fiancée, and Chief of Intelligence, which is the Empire's Military Force. She falls in love with Peseus after meeting him, and so she breaks her marriage engagement with Ast and does whatever Peseus asks of her. He is a very strong character.



Ercarnet Loschvon

Admiral of the B.R.A.V.O., the 13th squadron of the Empire Space Force, in charge of the revolt. After the revolt, he is appointed Commander-in-Chief of the Empire Space Forces. He comes from Elpadro and is of great stature -he is over 2 meters tall-. Many stories circulate about this intrepid and fierce General, of whom all emphasize his great courage and intelligence. His flagship is the Octagon. He is often seen

with his assistant and wife, Tarsha.

Eye Ligsejud

She appears in one of the last stages of the game. She is a psionic and becomes Peseus' right hand, replacing Milady when the latter is dismissed. She is always silent, although Peseus often talks to her. She uses a laser sword, whose edge has psionic power.

**Tarsha**

Wife of Ercarnet and his faithful assistant. Following the Ercarnet family custom of marrying a young woman, she becomes his wife. Ercarnet, as hard as it may seem, is very attentive to his wife. Tarsha has a very childish attitude - she can even behave maliciously - which causes people to have a negative opinion of her, although she does not mind these criticisms at all. She possesses an ability

for really aggressive and brutal combat. It seems to hide some story, some secret.

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Ren, Kenobi, the Master

An elderly swordsman, known as the Great Swordsman or Master. His incredible adventures have become well-known legends among swordsmen. Ast also has respect for him. Although he doesn't look it from his appearance, he is a bit eccentric. He met Ast when he was traveling with Justy, the daughter of a friend who was his ward, whom he never taught swordplay. What many people don't know is that his blood comes from the native people of

New Kenes. His real name is Kenobi Ren, spelling his last name first, like the natives.

Lanthia du Rabson

Princess of the Ancient Empire. Niece of Peseus. After the revolt, she was interned in a palace from which she managed to escape with the help of her two friends, the Shutander brothers, who were the driving force behind the Pirate Guild. Later, the three of them will found the Outer Planets Alliance, and Lanthia will take command. Her title of "Excellency" is only honorary and she uses it only to attract idealistic volunteers who wish to fight against the

Endurance. Under this silent and tender appearance, there is a very passionate woman. Her way of behaving with Ast, whom she loves, surprises even Grandier.



**Oben Shutander**

Young admiral of the third fleet, also known as the Guild of Pirates. He has an impatient and plethoric character; he gets angry very often, although he recognizes his faults quickly thanks to his frankness and his simple character, not vain at all.

His skills as an admiral are extraordinary, especially when it comes to leading troops into face-to-face combat.

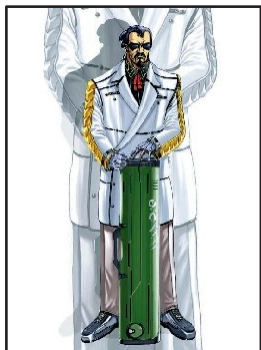
face. In addition, he is also a master in martial arts. He loves Lanthia and is an enemy of Ast.

Justy, Engley

Pilippo's newbie slayer with a boyish look. She is very unfeminine. Her curiosity means that she is always in trouble. She doesn't know much about the real world, since she has always lived in the countryside. When she was 15 years old she met Ren Kenobi, a friend of her father, and since then she has traveled with him around Pilippo. The truth is that she is a very talented psionic, and just like Ren Kenobi, she has native blood running through her veins. Her real name is Engley Justy.



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MONO

His real name is El Mason. As a former Special Police officer, he decides to testify in a trial to frame a known criminal, Raikan. As a result, Raikan murders his family out of revenge, and he himself is injured. It is Dr. Virgin - an unlicensed doctor - who manages to save his life; in fact, she picked him up and remodeled his body. After recovering, MONO returns to take revenge on Raikan. Dr. Virgin calls him MONO

(Laboratory Monkey), and in fact, he likes the nickname so much that he uses it as a code name. Although he may look gentle, his humor shows his cynical disposition.

Dr. Virgin

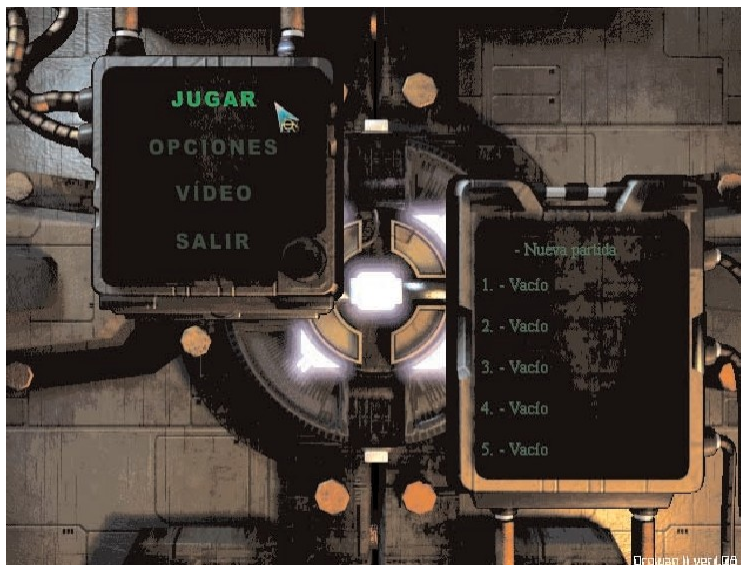
She is a mad scientist who behaves as if she is putting on a show. She practices as an unlicensed doctor in Ganezia. Her consultations can be either very expensive or completely free, depending on her mood. Since the day she saved MONO, they have been living together, a very rare combination - although she doesn't mind. The truth is that Dr. Virgin is an authority on Inte-technology, a basic technology on automata (bio-artificial organisms). Certain people who like science go to visit it from time to time.



Chapter 3 - Controls

3.1 The menus of game

Initial menu



PLAY - Start the game.

NEW GAME - Start a new game.

1-5, EMPTY - Loads saved games.

OPTIONS - Control the game options.

VIDEO - To replay the videos that have been played during the game.

EXIT - Finish the game and return to Windows.

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Main menu



1. Main screen - Game screen

2. Hot Item - Selects items - such as the G.C. recovery potion, battery and other consumable items - that Ast uses during battle. The hotkeys, starting from the left of the quick object screen, are:



3. Stroke Capacity (C.G.) Indicator - Displays the health of Ast. When Ast dies, the game is over and the indicator is empty.

- 4. Psionic Ability Indicator (P.A.)** - Psionic ability is the ability to manipulate, shape, and control natural forces with the power of the mind. P.C. is used to use psionic powers or when on guard.
- 5. Information window** - Displays information about the object the cursor is pointing to.
- 6. Current Weapon** - Displays the weapon Ast is currently using. Weapons are held with both hands. They can be switched by pressing the C key.
- 7. Current Psionic** - The psionic object or power that Ast can use is displayed.
- 8. MAP** - Displays the location of Ast and his enemies on the map. The hotkey is M.
- 9. PLAYER STATUS** - Displays Ast's current status. The hotkey is T.
- 10. MISSION** - Displays the current mission. The hotkey is U.
- 11. OBJECTS** - Displays the objects window. The hotkey is I.
- 12. PESSION SCREEN** - Activates the psionic menu. The hot key is S.
- 13. OPTION** - Activates the option menu. The hot key is O.

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Map

M



Displays a map with the player's current location. If it is a large area with many connected maps, the access to go to the connecting map is marked with a green square. A red dot on the minimap marks the enemies. An "X" shows the destination when it comes to the "Bodyguard" mission.

Object menu

I



1. **Head** - Objects for helmet type defense.
2. **Chest** - Chest armor.
3. **Right hand** - Main weapon for the right hand.
4. **Left hand** - Secondary weapon for the left hand.
 - * In Droiyen2, two weapons can be carried; however, this does not mean that they can be carried simultaneously. The weapon used during battle is carried in the right hand.
5. **Remaining energy (Duration)** - The remaining energy or duration of the swords is displayed as a graph.
- 6, 7. **Accessories** - Accessories have various effects.
8. **Amount of money** - The money is displayed in the first space of the object window.
9. **Bullet reload** - Number of bullets remaining.
10. **PES. O** - Object weight.
11. **PES. T** - Total weight carried in the game.
12. **Special object** - Objects that have been obtained for the "Recovering objects" missions.
13. **Current Weapon** - Weapon in use.
14. **Hotkey** - Quick objects can be used with hotkeys.
15. **Quick object** - objects that are used with hot keys.
16. **Scroll up arrow** - Scrolls the object window upwards.
17. **Scrollbar** - To display the objects, click and drag the scrollbar.
18. **Scroll down arrow** - Scrolls the object window down.
19. **Number of objects** - Shows how many objects of the target are owned.

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Player status menu

T



- 1. Level** - Displays the player's current level.
- 2. FUE** - Shows the player's strength level. Strength affects attack (ATA), defense (DEF), and his hitting ability (C.G.). It also relatively affects his psionic ability (P.C.).
- 3. INT** - Shows the player's intelligence. Intelligence (INT) greatly affects his psionic ability (C.P.), and also affects other states.
- 4. DES** - Shows the player's dexterity. The most affected states are defense (DEF), hit intensity (GOL), evasion ability (EVA). It also affects his hitting ability (C.G.) and attack (ATA).
- 5. Money** - Total money the player has.
- 6. C.G.** - Player's ability to hit. In Droiyan2, intelligence (INT) and dexterity (DES) favor the increase of C.G.

- 7. P.C.** - Shows the player's psionic ability. P.C. is needed to use psionic items. An increase in strength (FUE) will also increase the P.C..
- 8. EXP** - Total experience the player has acquired.
- 9. SIG.** - The player will move to a higher level when his experience level reaches this value.
- 10. EXTRA POINTS** - 5 points are given for each promotion. Strength (FUE), Intelligence (INT) and Dexterity (DES) can also be increased with these points whenever the player wishes.
- 11. WEIGHT** - Weight and maximum authorized weight of objects.
- 12. REP** - Reputation that the player has acquired so far. Reputation is related to the appearance of evidence.
- 13. ATA** - Current attack. All ATA equipment is added to the player's equipment. When the attack level (ATA) increases, more damage will be done to enemies.
- 14. DEF** - Current defense. All DEF equipment is added to the player's equipment. When the defense level (DEF) increases, enemies do not cause as much damage.
- 15. GOL** - Hit intensity. Ratio of successful attacks against the enemy. The percentage of success will increase if the hit capacity is higher.
- 16. EVA** - Evasion ability. Ratio of successful evasion against the enemy. The higher the EVA, the greater the chance of successful escape from the opponent.
- 17. Abnormal conditions graph** - The color of the graph changes when the player is under abnormal conditions, for example if he is poisoned.
- 18. Weapon** - Weapon that the player is currently carrying.
- 19. Armor** - Armor that the player is wearing.

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Mission window

U



Displays the type and information of the player's current mission. The information necessary to carry out the mission is displayed, although if more information is required, refer to the Guilds or the NEWS in the hunter's bar.

Open the screen for

Psionic screen

S



select a psionic object. It is activated with the left mouse button and used with the right mouse button.
Control various options or record and load games.



Sound effect: Controls volume and sound effects.

Game music: Control the volume of the music.

3D sounds: Enables or disables 3D sounds.

Atmospheric effects: Activates or deactivates atmospheric effects.

Acceleration effect: Activates or deactivates the special effects.

EXIT: Ends the game and returns to the main screen. The game is not saved.

SAVE: Saves the game in play. Only 5 games can be saved.

LOAD: Loads the saved games.



3.2 Movement

Walk - The character walks at normal pace towards the destination.

Run - When double-clicked, the character runs to the destination. It is also activated with a single click if the space bar is pressed.

*The character cannot run if he is carrying two heavy weapons, such as a flamethrower or a vibrating sword.

3.3 Combat

Attack

Selecting the enemy will cause the player to initiate the attack. When using a long-range weapon, the player moves within the range area and attacks.

Alert movement

The alert movement is triggered by pressing the A key and clicking on the target. When the enemy enters within range during the alert movement, the enemy is automatically attacked. Likewise, the player can attack the enemy to death by pressing the A key and clicking on the opponent.

Defense

When carrying a sword, the defense is activated by holding down the CONTROL key.

When the defense is successful, no damage is inflicted (even when attacking from behind), but the psionic ability (P.C.) is gradually used up.

3.4 Object

Equipping with objects

To equip yourself, click on the object in the object window.

Using objects

Open the object window and move the cursor over the desired object. To use it, use the right mouse button.

Register a quick access object

Only expendable objects can be recorded as quick access objects. These are objects that disappear when they are used only once. Open the object window and click on the desired object. Move the object to the quick access object space and click again to register it. Recovery objects that fall on the floor are automatically recorded.

*To register them more easily, double-click on the object.

Using quick access objects

Use the hotkey, or move the cursor over the object and use the right mouse button.

Chapter 4 - How plays

The Guild acts as an agency to coordinate the works

Guild

requested from the hunters. Hunters can receive money or an item from the client through the Guild, and if the mission is successfully completed, their **REPUTATION** level increases. If this level is high, more complicated mission requests can be received.

REPUTATION and money increase according to the difficulty of the mission.

When a mission is completed, the player has to return to the Guild, where he/she will receive the corresponding money and **REPUTATION**.

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It is not necessary to always return to the same Guild, because they are all related.



LIST - Displays the available missions. If the player's REPUTATION level is low, some missions will not appear in the list. When the mission is selected, a description of the mission can be seen.

YES - Accept the mission.

CANCEL - Cancels the mission.

NEWS - Displays additional information about the mission.

MISSION - Mission special. Appears at the end of the game.

REPUTATION - Displays the increase in REPUTATION level when a mission is completed.

DN. - Displays the money received when completing a mission. Missions are the only way to increase the Reputation of a company.

Mission

player. To move forward in the game, missions must be completed. However, if one has sufficient REPUTATION it is not necessary to solve all the quests. It is also possible that other quests may appear later in a Guild even if the player has completed all the quests in that Guild.

Mission types:

- **Capture a criminal:**

You must defeat a specific character (usually a character

important) on the indicated map. There may be other criminals in the same area, but to complete the mission, it is enough to defeat only this character.

- Defeat all enemies:

All enemies in the indicated area must be defeated. If the map is large, the player must prepare enough items.

- Find an object:

Find and bring a specific object on the indicated map. In some easy missions the objects are hidden, but in others they are carried by the enemies. To get the object, you have to defeat the enemy. Sometimes these types of missions are very difficult.

- Bodyguards:

Protect and escort the customer to the required destination. A small indication showing its ability to hit (C.G.). Appears above the client when the client enters a battle zone. When the client is attacked, the C.G. signal will drop, and if it reaches 0, the client will die. If the client dies, the mission is terminated and the game is over. The destination on the minimap is indicated with a "D".

REST - Recovers the ability to hit (C.G.) and psionics.

Hunters bar



(C.P.) of the player. There is a fee for the service.

NEWS - Here you can acquire information about the current mission. The information here is more detailed than that of the Guild, but you have to pay for the service.

CURE - Cures abnormal conditions, such as poisoning. You have to pay for the service.

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Object store

In the store you buy and sell items. These stores are in every city, although they sell different items. Prices for the same items may vary from city to city. You can negotiate with the price of items. Some stores sell items at a higher price.



BUY - Buy the selected item.

SELL - Sells the selected object.

MAX - Purchase a maximum of selected items within the player's authorized cash (or weight) limit.

REPAIR - Repair, replace or reload the selected weapon.

CREDITO - Money of session.

PRECIO - Price of the selected object. **OBJ.**

WEIGHT - **WEIGHT OF THE SELECTED**

OBJECT. - Weight of the selected object.

CURRENT WEIGHT - Total weight carried by the player.

MAX WEIGHT - Maximum weight the player can carry.

Reputation

REPUTATION is the most important element to stay ahead in the game.

Many of the proofs are appearing thanks to the

REPUTATION and do not appear if the **REPUTATION** level is low.

The only way to increase the **REPUTATION** level is by completing missions. In order to be able to move forward in the tests, the **REPUTATION** level has to increase. That is to say, when the tests do not appear, it is enough to complete the missions given to you by the

Guilds one by one until the evidence appears.

Tests

Tests, different from quests, appear as the story progresses. Trials are related to **REPUTATION**, and may occur in certain locations and with certain characters. Many of them appear automatically, but there may be a forced fight or you may have to decide between two options. Some tests have more than two ways to solve them. The number of planets the player can visit is restricted at the start of the game, but this restriction disappears as the trials are completed. In the middle of the game, the player can travel from planet to planet. Many of the quests are not exclusive to one planet, and the player may have to travel to other planets later.

Appendix 1 - The world

1.1 Icarus. The first planet

Main planet of Kenes Nuevo, with two satellites. Center of knowledge, culture and economy. The Emperor's Palace is located here. It is the planet where the first emigrants of the Kenes star system settled. The Emperor governs Icarus directly, and to direct the other planets, the Emperor himself appoints feudal lords.

• **City of Sanad**

Small town on the outskirts of Icarus. The number of crimes increased after the revolt and after the implementation of Martial Law. That is why hunters enjoy absolute freedom to kill crime in this lawless city, run by nocturnal mafias. As a result, the number of hunters in the area is the highest in history.

• **Port City**

Icarus space airport. The capital has no airport because it is disrespectful to fly over the Emperor's palace. As a result, the city of Sanad has become the hub city between the space airport and the capital.

• **Sector A and Sector B jungle**

Subpolar, deep and wild area. The Martial Law Army has placed several armed G-Series AI units to prevent the monsters, who live in it, from approaching the transit.

However, the real reason is to collect AI data for the G-Series. The G-Series is said to open fire on any unidentified person.

- **Ancient ruins**

Architectural remains that are supposed to have been built some 700 to 800 years ago during the first visit to the Icarus Empire. They have become a nuisance, as monsters and gangs use them as lairs.

- **Wastewater treatment plant**

Main sewage plant of the city of Sanad. Scenario of the first Ast mission. The inhabitants of Sanad suffer from water restrictions since the bio-monsters have invaded the sewage plant. It is the main source of life for the hunters.

1.2 Elpadro. Planet of agriculture Second planet of the New Kenes system. Farming planet created to take measures against the population increase that began in the 8th century, according to the imperial calendar. It has an ideal environment for farming thanks to its high temperature and humidity. In the polar regions you can find various resources, such as Letinium. Its population is not very high.

- **Wolfsteed**

Capital of the farmer planet Elpadro. Resource coordination center for farmers. It also acts as the center of Elpadro in all aspects. From the outside of the transparent dome, you can see the fields and the water channels running between them.

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Many of the services are concentrated around the center of the dome. In order to be able to farm, guard posts have been installed in various parts of the canals. The player will play in the concentrated area in the center.

- **Vixen**

Trail connecting Elpadro's developed and underdeveloped lands.

The development of this city began when it became known that groundwater in this region could be extracted. As development is still in process, agriculture is in the experimental stage. This city is like a scaled-down version of the capital. Its role as a base city for the advancement of hunters and archaeologists is more important than as a city dedicated to agriculture.

- **Monster lair, sector A**

This is one of the big problems in Elpadro. Type 1 mutated crustaceans (known as insects) live en masse in this habitat. However, it is mainly used as a base of operations for gangs of desert gangsters or bandits, because the insects that grow here are not very dangerous.

- **Monster lair, sector B**

Deeper than the insect habitat of sector A, and known to have more insect variants. The balance of power is maintained among the insects, which changes according to season and environment. For biologists, it is a target for major research.

- **Monster lair, sector C**

A mass of insects inhabits this area. There is no more

information, except that there are very strong insects. It is an underdeveloped area.

- **City of insects**

It is an abandoned city since it was completely destroyed by abnormal insects years ago. Even very experienced and veteran hunters avoid entering it.

- **Ganezia, the planet of crime**

Troubled planet in the star system of Kenes Nuevo, with a very high crime rate due to the absence of Law Enforcement. Land is rare on this planet, 96% covered by water. The crime rate increased rapidly after Martial Law was proclaimed. As a result, Ganezia has become a den of hunters and criminals. Peseus ruled this territory before the revolt.

- **Azrevest**

Capital of Ganezia, an aerial city built on columns resting on the seabed. It is a kind of ultra-planned city. Engineering and applied science studies are carried out there. The processing industry of heavy metals collected from the sea is also highly developed. The crime rate has started to increase recently.

- **Vixen New**

A base made in imitation of Elpadro's Vixen. Naturally, the name is also Vixen Nueva. However, the city has been abandoned due to the absence of security. The entire city is sometimes occupied by criminals.

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- **Underwater city**

Also called a "constantly developing" water city. Gangs of gangsters and monsters have burst into the city taking advantage of the fact that development was delayed due to the abandonment of the former Vixen New advance base. The Ganezia congress has abandoned the city, and in doing so has contributed to the rise of crime in Ganezia. It is a large and deep place.

- **Prison**

A sort of self-governed district for criminals, although it is not a prison. The criminals get ahead and are self-sufficient to such an extent that this is the only area in Ganezia where order is respected.

- **Pilippo, the planet of the mines**

95% of the area is covered by snow-capped mountains and other rugged landscapes. It is a place not inhabited by humans. However, since the existence of a Letinium mine became known, excavations are progressing. The mining industry and research in Letinium technology is very active in this region.

- **Lewdglass**

Capital of Pilippo and center of the northern industrial area. The Letinium industry is very active. The place is always full of spirits. In addition, it is a place where hunters feel very much at home, as the first Guild was created here. The large "Guild Pyramid" in the center of the city has become the symbol in Lewdglass.

- **East Bug**

Central city of the western mining area. There are numerous mines outside of the city, although only a few are in the city. This is the

place where Peseus was exiled when he was young because of the previous Emperor.

- **Monster lair, sector A**

Habitat of many monsters. There is a balance of power similar to that of Elpadro's lair: the inner part is occupied by the strongest monsters, depending on the season. Criminals sometimes invade the inner part.

- **Monster lair, sector B**

It is also a habitat for monsters. However, due to the environment, there are stronger monsters than in sector A. There do not seem to be gangsters or criminals who want to access this area.

- **S.S.P. Barracks.**

Mountain watch of the S.S.P. relief squad of Pilippo (Pilippo Security Service). The S.S.P. is also Pilippo's Police and Military Force. S.S.P. rangers are known to surpass hunters in both their scouting techniques and combat prowess.

- **Asteroid belt**

Place where the secret base of the Union of Outer Planets is located. These pirates call this belt "Leticia", although its astronomical name is "XinXuren". Bernhart Shutanter, first son of the great admiral Leshu Shutanter, who thanks to his great power managed to group the pirates scattered throughout the area, is now the one who leads the group. Not only has he inherited the leadership, but he is also the architect of having made this group of pirates the third most important force.

Appendix 2 - Objects

2.1 Weapons

- **Gauntlet**

Glove-type weapon. It serves to increase the ATA and is cheap. Tip: It is better to save a little more and buy at least one Laser Sword.

- **Polished sword**

Metal sword made of alloy steel. The weapon that Ast loses at the beginning of the game falls into this category. It is powerful because it is refined with a special steel alloy.

- **Laser sword**

Famous weapon that needs no explanation. In the world of Droiyán2, this weapon is shaped like a sword and is reinforced with refined Letinium. There are several types, from the simplest to the most powerful.

- **Two-hand control**

It has a huge and very dangerous blade that vibrates thanks to a high frequency wave. Many of them cut by simply holding them above the object. It is a very powerful weapon, although it is very large and difficult to handle. It must be held with two hands and is probably not runnable when the player carries it.

- **Sword of Ceremony**

A steel-edged sword. It has mysterious powers. There are 12 such swords, their origin and age are a mystery. It is said that there are not many people capable of handling these swords.

- **Sacred sword**

This legendary sword was given by a warrior to punish the sky in the time of Ast's ancestors. No one knows where it is; it is only known that it is hidden somewhere, ready to destroy G.O.D.

- **Gun**

It is the cheapest of the long-range weapons. There are several types. It can only be loaded with a few bullets and its power is rather weak compared to other long-range weapons, so it is best used as a secondary weapon.

- **SMG**

Its power is similar to that of pistols, although it may explode. It is quite powerful if loaded with expensive bullets.

- **Shotgun**

It is difficult to shoot in a row, as the rate of fire is quite slow, but it is much more powerful than pistols. It can be used as a secondary weapon to attack approaching enemies.

- **Flamethrower**

It shoots flames without ceasing and is very powerful. However, it is a difficult weapon to maintain, because it is very expensive and heavy. It must be held with two hands and is probably not runnable when the player carries it.

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Nobody knows what it is. Not even if it is a weapon or an object.

2.2 Expendable items (pills, ammunition, etc.)

- **Recovery of C.G.**

Recovers a fixed amount of the player's G.C. It is recommended to always carry a sufficient amount.

- **P.C. Recovery**

Ast's psionic ability cannot be ignored, because he uses it in defense.

- **Total recovery**

Recovers both the C.G. and the C.P.

- **Antidote**

Recovery in case of poisoning. Detoxification must be done as soon as possible, because the P.C. drops rapidly if the player is poisoned.

- **Pistol ammunition**

Load the ammunition for the pistol. Once used, and regardless of how many bullets are left, one cartridge has already been consumed.

- **Elixir**

When used, the screen flashes red and the player's state is altered (there is a different effect for each type of potion).

It increases the ability to move and attack, but if used too much, it can have side effects.

- **Ammunition for SMG**

Load the SMG ammunition. Once used, and regardless of how many rounds are left, one cartridge has already been consumed.

- **Grenada**

When used, it is thrown to the ground and a counter appears at the top. When the counter reaches 0, it explodes and damages the enemy in the area, ignoring the defense.

- **Shotgun ammunition**

Load the ammunition for the shotgun. Once used, and regardless of how many bullets are left, one cartridge has already been consumed.

- **Laser Sword refill**

Recharge this luminous sword.

- **Flamethrower recharge**

Adds fuel to the flamethrower.

Appendix 3 - Credits

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