Tristania3D
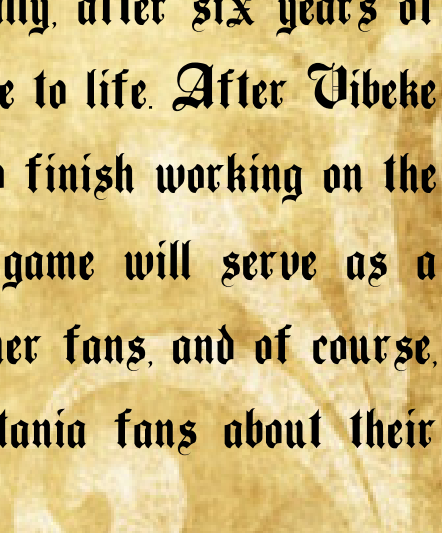
The complete manual

~ Tristania 3D manual ~

This game manual will guide you through Tristania3D, describing the game in full length, including frequently asked questions, troubleshooting, technical support, and special thanks to everyone who took part creating this computer game. First, let us see a little history.

The Project Tristania3D was started back in 2003, when I had a dark-gothic girlfriend. She was the one, who revealed Tristania's beautiful music for me, as well as militarists and dark-goths are allies, and as such, I made a promise to her of creating a PC game about her favourite band. Unfortunately, we were not meant to be together forever, but I always keep my promises – so I did not stop working on the game. And finally, after six years of hard work, Tristania3D finally came to life. After Vibeke Stene had left the band, I decided to finish working on the game as soon as possible – this game will serve as a memento for Vibeke Stene for all her fans, and of course, a great entertainment for all Tristania fans about their favourite band.

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Tristania3D is completely freeware, it can be distributed freely, copied, or shared everywhere without altering the game files, including the documents. You may not sell or ask money for this game, the emulator, or the songs — Tristania3D is a copyrighted property of Tristania and Lambda Team.

Tristania3D was released in two different versions. The standard version consist the game, the emulators and the manual. The Collector's CD-ROM edition includes the full-length original soundtrack album of the game (the songs which are not made by Tristania of course). There is no in-game difference between the standard or the Collector's CD-ROM edition of the game If someone would want to have a Collector's CD-ROM edition of the game, he should get in contact with me.

Reactor

Lambda Team

Contents

[1] Technical information

Official name: Tristania3D
Developer: Lambda Team
Publisher: Lambda Team
Build time: 6 years
Version: Freeware (both Standard and Collector's CD-ROM)
Type: Portable
Operating systems: DOS/Windows 95/98/Millenium/2000/XP
(The game runs on all operating systems with the emulator)
Tools used:

- EoD engine
- WDC (Wolfenstein Data Compiler)
- IMFCreator
- AtomixMP3
- Audio Playback Recorder 3.6
- Microsoft Paint
- Text-Osterone
- MapEdit 8.4
- Notepad
- Anvil Studio

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GAME DETAILS:

Program: Reactor
Graphics: Reactor
Story: Reactor
Sound and music: Reactor
Levels: Reactor
Beta testers: Tassadar, feketemacskusz, TaMáS, gaboca1222

[2] Running the game

Tristania3D runs flawlessly on DOS, Windows 95/98/ME/2000 without the necessity of an emulator, and it also runs on Windows XP with some performance restrictions (music and AdLib sounds can not be heard under Windows XP, and the surround effect of sounds will not work either). Tristania3D can not be started under Windows Vista, Windows 7, and more upcoming Windows systems without an emulator. Along with Tristania3D, an emulator program is included to play Tristania3D under Windows 7 and Vista – DosBox. DosBox is also freely downloadable from the web.

Tristania3D is a portable software, which means, you do not need to install the game itself – you can play it without installing. However, both emulators require installation, so if you wish to run Tristania3D with an emulator, you will need to install DosBox on your hard drive.

Running the game with DosBox:

If you want to run Tristania3D with DosBox emulator, follow these easy steps:

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1: Install DosBox on your hard drive

2: Overwrite the DOSBOX.CONF file with the one that came with Tristania3D! This is extremely important, as the original DOSBOX.CONF file does not have Tristania3D specified, and will crash the game!!!

2: Copy the Tristania3D folder on your hard drive, where the "Windows" "Program files" "Documents and settings" etc. are sitting – so directly to the root of your hard disk.
(You can also put Tristania3D in another folder, but then you will need to tell DosBox where to look for it – I will tell this later.)

3: Regardless where you put the Tristania3D folder, rename it to "T3D". You can also give a different name to the Tristania3D folder, which I will tell later, but make sure it is under 8 characters!

4: Create a shortcut of the DosBox main executable!

5: Copy this shortcut into the game's folder!

6: Using your mouse, drag and drop T3D.EXE onto the DosBox shortcut you just copied.

7: Play the game!

Alternatively, you can run DosBox, and type "T3D" to start the game.

How to modify Tristania3D's folder settings:

If someone would like to put the Tristania3D folder elsewhere, or give a different name to it than T3D, he shall need to open the DOSBOX.CONF file and modify a little bit. You don't need to be a computer expert for this, but make sure you create a copy of

DOSBOX.CONF, in case you mess up something you really don't want to.

Double-click on DOSBOX.CONF, and when prompted, select "Notepad" from the list of programs. Notepad will open DOSBOX.CONF.

You will see all kinds of words and values – don't touch them, or you will regret it. Instead, scroll down to the VERY BOTTOM of the file. You should see this:

mount c C:\T3D
C:

Do not touch the "C:" at all – the interesting line is the first one. As you can see, DosBox is told to look for Tristania3D on the C:\T3D path. If you want to put the folder elsewhere, you shall need to modify C:\T3D.

Here is an example. If you have a "Games" folder in your C: drive, and you renamed the game folder into "Tristani", you will need to modify the line to look like this:

mount c C:\GAMES\TRISTANI

If you put Tristania3D elsewhere, than your C: drive, you will need to modify the "C:\" part to "D:\" or "E:\" – it depends on, where the game folder is.

This might sound confusing, and difficult at first, but you will see – it is easy as 1-2-3! You also don't need to configure DosBox, we already did it for you. In case you still experience game problems, look for the *Troubleshooting* section!

You can close the emulator with the EXIT command!

[3] The world of Tristania3D

So you made it inside the game at last – much better, ye? It is high time to get familiarized with Tristania3D itself. You might have seen official game trailers on video portals, but in case you didn't, this part of the game manual will give you full description about what awaits you inside Tristania3D...

I would not go into deep details about the main menu – this is Tristania3D's crossroads junction. You can set the sounds, the controls, the screen size here, and view the help of the game. The "Read this!" option is a brief overview about this section of the Tristania3D manual, with the game's prologue, and the most important aspects of the game, in case you are in a hurry, and don't want to stroll through this entire manual.
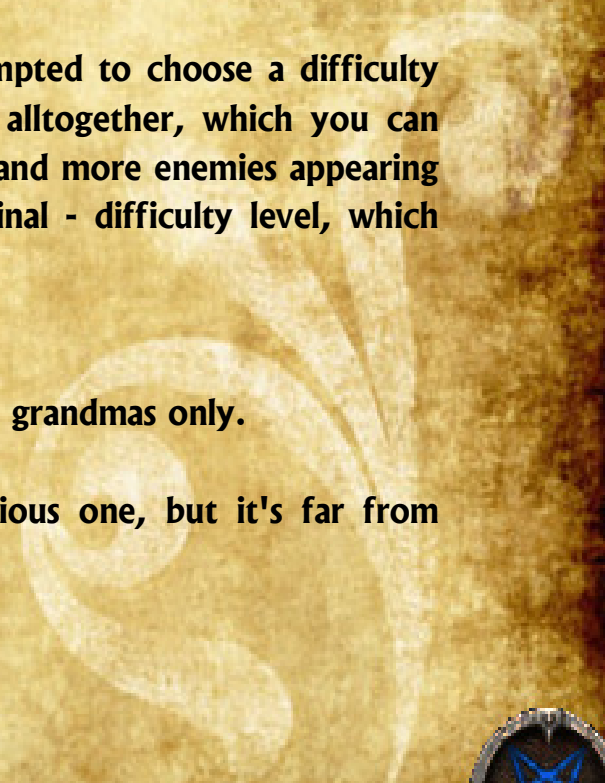
You can always access the main menu during playing by pressing ESC.

New game

When you start a new game, you're prompted to choose a difficulty level. Tristania3D offers 5 difficulty levels alltogether, which you can choose from. Each difficulty level has more and more enemies appearing on the levels, right up to the fifth - and final - difficulty level, which even effects thy game saving possibilities.

Novice - The easiest skill. This is for kids and grandmas only.

Officer - A little bit harder than the previous one, but it's far from being a challenge.

Veteran - Average difficulty, with average amount of enemies. Newcomers should try this one.

Ace - Relentless difficulty with the most enemies! If you're a true goth, you'll definitively choose this one!!!

Top Ace - This one is the hardest possible difficulty, a special challenge for ya!!! It's similar to "Ace", except you have unlimited lives, but limited save game possibilities!

Once you complete the game on an easier skill level, you might want to check out the ultimate challenge too. Well, hear this: so far, when you got killed, you just shrugged and loaded a previously saved game. You could, since you had the ability to save thy game in every 5th second. But what happens, if you lose this ability?

At "*Top Ace*" difficulty level, thy limited lives are replaced with limited savegames. Which means, you can't save as many times as you would want - instead, you may start the level over unlimited times. Looks too hard, eh? Don't worry overly too much - you'll get a new savegame every time you enter a new level. Also a savegame is awarded after every 100000 points you collect. Above all this, picking up an Artifact of Salvation will give you a savegame ability as well (*See this later*). You may have 9 spare savegames alltogether. If you see you're about to exceed this amount when coming across an Artifact of Salvation, save thy game immediately, thus you'll have a "free save".

Controls

Tristania3D offers four methods of controlling Einar Moen - keyboard, joystick, gamepad, and mouse. You may configure the behavior or assign different keys to each of these under the "Controls" option, the favorized controlling method in Tristania3D should be

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keyboard. The default factory keyboard settings for Tristania3D are the following:

Enter: Confirm
Space: Action (Open door, activate switch etc.)
Ctrl: Attack
Up arrow: Move forward
Down arrow: Backpedal
Left arrow: Turn left
Right arrow: Turn right
Alt: Sidestep (must be used with left or right arrows)
Shift: Quickness (must be used with arrows to run, and quickly look around)
1: Select dagger
2: Select PCV
3: Select Suomi machinegun
4: Select Sabrine MK3
5: Select SmartGun
6: Select Stealth rifle
7: Select Bazooka
9: Select bottles of absinthe
F1: Displays the Tristania3D help
F2: Jumps to Save game
F3: Jumps to Load game
F4: Jumps to sound configuration
F5: Jumps to screen resizing
F6: Jumps to control configuarion
F7: End game
F8: Jumps to Save game
F9: Jumps to Load game
F10: Quit game
F11: Turns messages on or off
Pause: Pause the game
ESC: Quit to main menu

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Levels

The game's levels - regardless of their location - will constantly change, as your progress is going on. While you may find the first few levels quite easy, or perhaps even boring, the situation will change dramatically in later stages. Don't you expect that a strategy which have worked on level 2 will also get you out of trouble in level 23. Of course, there are lots of useful strategies exist, which will always be effective during your journey, be well prepared for the increasing size and difficulty. Do not underestimate your enemy - they can outsmart you if you're not aware.

Main types are indoor and outdoor levels. The great outdoors are merely different from the indoor areas. The night sky and the full moon may cause warmth inside you, plants are growing everywhere, and there are a lot less hostile entities in sight. Outdoor areas also provide different ways of healing yourself, yet, they also have their own hazards. Compared to indoor areas, they are much larger, there are very few doors, less secret areas, and the level exit is usually an archway or a seemingly locked door.

Secret areas

Hidden areas are an essential part of every location you visit. There are a number of secret areas hidden in each level. Sometimes the entrance to such an area may appear obvious, but often it is not! Finding such areas can be time consuming, but it may be well worth the while, after all, you can't expect the Courbée Dominate to just leave all the goodies lying around in the open for you! Moreover, findig hidden items and equipment is one thing - taking possession of them is another! It can be really frustating if you notice a SmartGun, or an Artifact of Life behind a fence, you desperately need it, but no matter how hard you try

to find a way to get them, it seems to be impossible. Before you would start to worry, let me remind you that it's absolutely not necessary to look for secrets. If you find yourself really low on ammo, or your soul strength is lower than Marianas Trench, spend thy time looking for secret areas which will hold the badly needed munitions and health restores. Fighting off hordes of enemies with a dagger may be very heroic, but pointless nonetheless. It's no good bravely wielding only thy knife against dozens of enemies, when there may be a SmartGun hidden behind the wall next to you!

Some levels may have a "super secret" area that is especially difficult or tricky to find. These areas generally contain something special, such as a huge load of treasure, a variety of artifacts, or perhaps access to some other kind of special area such as a secret level.

Also keep in mind that necessary items are never hidden at secret areas. Hallways and rooms which are mandatory to complete the stage can be reached through normal routes. This does NOT mean that it will always be crystal clear where should you go next, the increasing difficulty of the game will surely effect the levels, but the necessary route to finish the level shall never be hidden so well that you're going to stuck on that location forever. However, if you do happen to find a key in a hidden area, it may be worthwhile trying to find the bonus area it opens!

Small short-cuts between two points of the level may be also hidden, and since these are considered as secret areas, you may expect that they shall not be empty.

Secret levels

Some secret areas hold ammunition. Some other secret areas has treasure, edibles, or perhaps even artifacts for you to acquire. However, the best secret areas are those, which contain a hidden exit for you, leading to a secret level! Sometimes it shall be quite easy to find one, especially if you enjoy finding every hidden nook in the area, but sometimes it'll be unimaginibly hard to locate them, because it's that well-hidden.

Tristania3D has 12 secret levels alltogether, twelve extra courses for you to enjoy! That should be more than enough. And don't think the secret levels are all the same! No, Sir! There are 3 different types of secret levels, each type has its own unique characteristics.

Normal secret levels

These are similar to the regular levels of the game, but are generally a LOT more interesting.

Super secret levels

Super secret levels are extremely well-hidden, and they usually have some crazy unique theme. Expect something different!

Challenge levels

If you think the other levels are tough, then you're in for a shock!!! Challenge levels contain our nastiest traps, the most fiendish riddles and hardest puzzles you ever imagined!!! You start every Challenge level with only your dagger and possible bottles of absinthe, every other firearms and ammunition is taken away from you. At the end of the Challenge, wonderful prizes and glorious weapons await you to reward thy persistence. However, if you find the level too tough, there shall be an

emergency exit for you near the start of the level to evacuate and proceed with thy task. Of course, such cowardice has its own punishment: You will start the next level with only a dagger!!!

Don't be ashamed, if you can't pass the Challenges at first, they're far from impossible to complete. But don't get me wrong, it will NOT be easy!

Tristania3D has 4 secret levels, 5 super secret levels, and 3 Challenges altogether. Good luck finding them!

Armaments

Although many goths refuse violence and weaponry as an irrelevant thing to dark-goth sub-culture, many of them seem to familiarize themselves, and come along well with weapons and firearms. Or perhaps not firearms, just close combat weapons. Existence and usage of medieval weapons are a part of the dark-goth sub-culture, such as swords, blades, spears and so on. Whilst these weapons surely look menacing, and were commonly used everywhere to rid people of their lives, technological advancement made all these killing tools abundant, and uneffective. Sure thing that their role was great in the history of weapons, but nowadays, in the age of long-distance guns and firearms, swords and spears became quite useless against machine guns and rocket launchers. Therefore, to achieve victory above thy enemies, you'll just have to get a little "modern", and use the firearms, which are at your disposal. Alltogether you will have 7 different weapons, which you can carry, and use against the odds.

DAGGER
PCV
SUOMI
SABRINE MK3
SMARTGUN
STEALTH RIFLE
BAZOOKA

1: Dagger

The dagger isn't just there as a fallback weapon for when you run out of ammunition. It can be used as a "silent" weapon when you want to dispatch an enemy without alerting others nearby. It worths mentioning that against certain enemies - such as Suicide Drones, the dagger is virtually useless. Same goes for distant enemies shooting at you, or many enemies attacking you at the same time.

It goes without saying that the dagger is the weakest weapon among all. It's excellent to do the stealth jobs, but when you're forced to respond to 3-4 attacks at the same time, a dagger is less than insufficient. There is, however, a solution for this problem: if you could take possess of a special Artifact of Fury during thy journey, it shall effectively power up thy dagger, you will be able to kill ALL hostile entities with one knife thurst! See "Artifacts" section for more detailed information.

2: PCV

This semi-automatic 9mm pistol will be thy first firearm. It has light firepower and low rate of fire. While this light handgun has reasonable rate of fire to assassinate sole and unsuspecting enemies, it's strongly recommended for you to use something more powerful. The PCV uses standard 9mm bullets, which you can store 100 piece of - or 200, if you wear a backpack. In case of ammunition shortage, PCV can be a valuable help against Suicide Drones.

3: Suomi machinegun

Having successfully proved its reliability in the Soviet-Finn war, the Suomi machine gun is the most frequently used firearm. It has medium rate of fire, and consumes the same 9mm caliber ammunition the PCV does. This machinegun type is widely distributed along this region, many of thy adversaries also bear this firearm. While its firepower is effective for close and medium ranges, the Suomi is really inaccurate for greater distances.

4: Sabrine MK3

Sabrine MK3 assault rifles are considered an effective anti-infantry tool, which is only slightly weaker against heavily armored targets. The Sabrine MK3 uses 12,6mm rounds, which makes it stronger than original assault rifle types, not to mention machineguns. Ammunition is received through a bandolier, increasing its fire rate twice as fast as the Suomi. You may carry 100 bullets with you for this gun, or 200 if you obtain a backpack.

5: SmartGun

Unlike the former weapon projects, the SmartGun is a fully modern high caliber cannon - the strongest possible armament you will ever find. Its special construction ensures incredible fire rate for the cannon,

double bandoliers allow constant and fluent ammunition supply. The firepower of this gun is simply devastating, and nothing could compare with its great accuracy even for big distances. Originally designed against incoming air assaults, the SmartGun can cause terrible massacre among the enemy, being equally effective against infantry and heavily armored targets too. Just like the Sabrine MK3, the SmartGun uses the high caliber 12,6mm ammunition.

6: Stealth rifle

Rare, but extremely effective silent weapon. This sniper rifle may be thy primary weapon in stealth approach situations, when you need to assassinate an enemy without alerting everyone around with the sound of gunfire carnage. The Stealth rifle has a built-in advanced silencer along in the barrel, ensuring no sound during the "wet work". The rifle's firepower is strong enough to immediately mince a smaller enemy. One shot - one kill. It is perfect for quick-shots at incoming large enemy group, or taking out enemies from cover. The stealth rifle is capable all of that, without causing a total alert in the area you're exploring. The Stealth rifle uses very specialized 14mm ammunition, so I don't advise you to waste thy bullets on a couple of pesky guards, since you'll never know when can you find more. Also note that the Stealth rifle may kill common enemies in one shot, it's dramatically useless against boss enemies or heavily armored targets.

7: Bazooka

This bulkly weapon can be the strongest and the weakest in the same time. Launching armor-piercing rockets to the longest ranges for massive damage, the bazooka should be thy choice when fighting against multiple hostile entities in the same time, or encountering large groups of heavily armored targets, like boss enemies. A direct rocket hit will immediately tear smaller enemies to shreds, and thanks to the explosion radius damage, also wounds other enemies near the rocket's impact area. Since this is the only weapon, which uses explosive ammunition, it is

frequently used for shooting from beyond a corner, killing anyone who gets near the corner's area, or setting off explosive barrels, which couldn't be blown away by other means. Bazooka should be thy favorized tool against boss enemies, especially because they are vulnerable for missiles and high caliber guns. Of course, even bazooka has downsides. Its reload time is mighty long, and it's unable to hit and destroy targets hiding behind a cover - like a chair, or a counter. Rockets cannot out-maneuver objects in their way, so make sure you have a clear view before attacking. It's also not advised to use the bazooka for small terms of combat at close ranges. The rocket explosion may happily damage YOU also, not only thy enemies. Technically, the firepower of the Bazooka can be stronger than the SmartGun, but it's completely useless against targets behind a cover, and in close conflicts.

Ammunition

Once you have some great weapons, you shall also need ammunition for them, which you can collect on your way from here and there. To create effective battle plans, it might be wise to learn about the ammunition, it might effect your chances greatly if you know what you can expect, if you happen to come across a stash of bullets. Once you recognize and get familiar with the different kinds of ammunition, you shall have no problems with firearms.

9mm bullets

This small pile of bullets has bright brass colour. If you pick 9mm bullets from a dead enemy, it will increase your grand total with 4. If you collect 9mm bullets pile from elsewhere, you will get 8 shots. The majority of the hostile entities are using 9mm caliber firearms, so they will drop this kind of ammunition once you bring them to their knees.

9mm clip

This dark gray loading clip has 25 pieces of 9mm bullets inside – used by the PCV and the Suomi.

12,6mm bullets

Unlike 9mm ammo, this pile of bullets has bright blue colour, and they are also bigger. Each pile of 12,6mm will give you 8 more bullets for the Sabrine MK3 and the SmartGun.

12,6mm box

A whole supply of 12,6mm ammunition in a box. It shall give 25 bullets for the Sabrine MK3 and SmartGun.

14mm bullets

This black loading-clip has four 14mm bullets in it, which is used by the Stealth rifle.

Rocket grenades

A pair of rocket grenades for the bazooka, which will increase your supply of rockets with 2.

Backpack full of ammo

This heavy leather backpack contains a whole supply of various ammunition to all thy weapons, plus you may carry TWICE as many bullets as before. You may have only one backpack, so you can't triple thy ammunition capacity by finding a second one, although if you find another backpack, you still get a whole motherload of bullets!
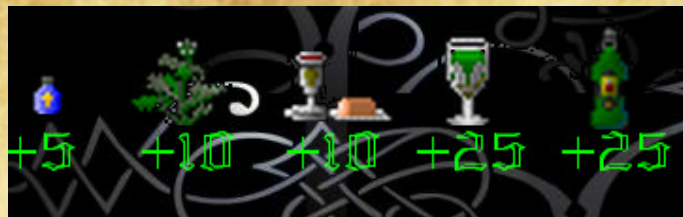
Also do not forget about if you die, you will lose your backpack as well, this means, you shall need to find a new one to increase your ammunition carrying capacity again!

Soul strength

While wandering through a level, thy biggest concern will be your own life. This indicates how many health you have left. Every time you get hit, or step somewhere you shouldn't, you lose some of thy soul strength. Smaller damages will take away less amount, devastating hits will take away a lot more. If it reaches zero, you die, and you start the current stage over, unless you have a saved game on that level. Never turn thy attention away from the SOUL marker located at the status bar, toying around with thy life is a really dumb thing to do. Wherever you go, be extremely careful - if you lose all your lives, thy adventure is over.

Keeping my advice in thy mind is a good idea, but it's still inevitable to suffer smaller-bigger wounds, especially during firefights, and lose some of thy soul strength, which you should regain as soon as possible. The nominal amount of soul strength is always 100%, although there are chances to increase it beyond this value, right up to 200%! While wandering through areas, you will probably found certain items, which are capable restoring thy lost soul strength.

Vial of holy water - A few drips of holy water in a blue vial, picking it up shall raise thy soul strength with 5%. Not much, but unquestionably better than nothing.

Wormwood - This type of plant is often found under this climate, particulary at outdoor areas. Consume fresh and plucky wormwood to gain 10% soul strength and feel better, right to the maximum of 100%.

Lord's supper - Traditional Lord's supper meal with fresh bread, and red wine. Taking this sacrament will restore 10% soul strength up to the maximum of 100%.

Glass of absinthe - Ahh, yes, the world-famous "green fairy". Every goth's favourite drink is at thy service! Sipping thy absinthe will make you feel many times stronger, and better, restoring 25% of thy lost soul strength, but not beyond 100%.

Bottle of absinthe - Drinking some absinthe to regain lost energy is a very nice thing. A bottle of absinthe allows you to refresh yourself anywhere you wish! Just like the glass of absinthe, a bottle will restore 25% soul strength as well. Moreover, you can take the bottle with you, and drink it in the time of need. Just press the "9" digit button to select the bottle of absinthe, and the "attack" key shall commence the drinking procedure :) Make sure the land is clear of enemies before you start to drink! You may carry the maximum of 2 bottles with you, even if you have a backpack.

Artifacts

   These holy icons can only seen and used by a true goth - such as yourself. Upon finding and possessing, they ensure thy personal power's increasement temporarily. Try very hard to get hold on them! They can be a key to thy success...or more often, they may mean the difference between life and death...

   Artifact of Life - Getting hold of this holy symbol will reward its owner with the wonderful gift of instant healing, boosting his soul strength to 125%! Moreover, if you happen to collect another Artifact of Life while you're on 125% soul strength, it'll give another 25% up to the astronomical amount of 200%!!! You would need 4 Artifacts of Life to reach this amount of health. Above all this, every Artifact of Life worths 10000 points!

   Artifact of Fury - Touching this mystical glowing red artifact will temporarily turn you into a knife-wielding maniac,changing thy dagger into an ultimate weapon of destruction. For every Artifact of Fury, you will get 30 seconds of carnage, when you can finish off ANY enemy with one dagger thurst!!! If you happen to pick up more Artifacts of Fury, the lifetime of Knife Fury gets extended! Very useful against bosses, if you can figure out how to get close enough...

   Artifact of Invulnerability - You can easily recognize this artifact. It emits a slight golden light, alluring you to obtain it. Doing so will make you totally invulnerable against all possible harms for 30 seconds, even traps, sludge or mugwort. Picking up multiple artifacts will extend the

invulnerability's lifetime of course. Extremely useful when combined with the Artifact of Fury.

Artifact of Regeneration - This holy artifact cannot be picked up, you must stand on it to work. While you're taking a rest at this regenerating artifact, thy soul strength will increase with 2% in every second, up to the desired 100%. You may use this artifact unlimited times.

Artifact of Salvation - You may find these only if you're playing on "Top Ace" difficulty level. Grabbing this artifact will grant an extra savegame to thee. At other skill levels, these artifacts are replaced with glasses of absinthe.

Doors and keys

The interior design of all buildings - including gothic ones, such as cathedrals - involve quite a lot of doors, but you might encounter some doors at outside areas, too. The majority of the doors can be opened without any problems, others may be locked and require a specific key to open. There are 5 major types of doors:

- Wooden door with iron support
- Rusty old iron door
- Shiny steel door
- Automatic shiny steel door
- Locked steel door

Apart from locked steel doors, all of these can be opened without any keys. Automatic steel doors will open by itself without a late when you approach it, that's because the door opening mechanism is hidden in the floor right in front of the door. These automatic doors are identical to ordinary shiny steel doors, so it's impossible to tell from a distance whether or not that shiny steel door opens automatically or manually. Automatic doors may hold unpleasant surprises behind'em - perhaps an

ambush - so always ready thy weapon just in case the door would open to a room full of Acolytes and such. Wooden doors, rusted iron doors and locked doors will never open automatically.

Opened doors will automatically close in 3-4 seconds, if there is no obstacle present between the door frames. In other words, if something is in the door, it shall never close back again, no matter what kind of door it is. This information might be useful, since it's always safer to shoot from the doorway rather than going inside or stepping outside and opening the door over and over again. As long as you stay between the door frames, it won't close back - the same thing happens if an enemy is in the doorway. If you want to keep a certain door opened forever, shoot down someone between the frames, thus blocking the door and leaving you a quick escapeway open.

Many or your enemies are also capable of (and willing to) open doors, EVEN locked ones. Of course, not all enemies has the key for particular locked doors, but sometimes they can open locked doors if you allure them nearby. Use this at thy own advantage: shoot the enemy between the door frames, so the locked door will never close back, and you will not have to look for the key. Note that enemies can't open all locked doors, and smarter ones also will not leave their safe spot either if they suspect you're trying to get them one by one!

At special cases, boss enemies will drop a key after they die, so search their carcass if you can't seem to find the key elsewhere.

There are 4 keys in the game alltogether, which will open 4 different doors. These are all made of hardened steel, and are impossible to penetrate with brute force, so you'll need to obtain the corresponding key for them. One key can be used to all doors with the same lock. At every new level, you'll need to find new keys though. It would be a little too dumb to have a same lock for ALL locked doors, don't you think?

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Gold key is bright yellow, and opens doors with bright orange locks.
Blood key is dark red, has a skull ornament at the end, and opens doors with dark red locks.
Bronze key has bright brownish bronze colour, and will open doors with brownish locks.
Gate key is large, pale rusty brown-coloured, and will open the black obsidian gates, such as elevator doors.

Not all elevators are locked. Sometimes you don't need an elevator key to access the next stage. If you don't see a keyhole on the exit door, you don't need to worry about finding a key for it. However if you find an elevator key in a secret area, this could very easily mean there is a secret exit somewhere in the level, which takes you to an extra level!!!

Locked doors without a keyhole are sealed tight, and are impossible to open, so don't even bother.

Treasure

Seasons changed, decades and centuries came to pass since the formation of the first fissure gates, and the Courbée Dominate remained hermetically sealed from the world, silently growing and expanding in secrecy. The only proof of their existence was indirect and insignificant - appearance of mysterious hooded figures, who shortly vanished in thin air along with certain amounts of provisions, household equipment, raw material...and gold. Waiting in a state of sleep until the time was right, having the ability to reach anywhere through the fissures, the Courbée

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Dominate collected a gigantic amount of gold, jewels, gemstones, and devotional articles, slowly but constantly. This enormous mass of treasure is hidden well inside the bowels of the falanster away from prying eyes. Depriving them of their ill-gotten wealth (and lining thy own pockets during the process) will give smaller-bigger increasements to your score, as I will tell you shortly. Although none of the treasures own any obvious magic, extra lives are granted after every 40000, 60000, 75000 or 100000 points, depending on the difficulty level you're playing, except the fifth difficulty level, where you get a new savegame possibility after every 100000 points.

Purse of coins - 100 points
Gold chalice - 500 points
Chest of jewels - 1000 points
Gold crucifix - 2500 points
Crown - 5000 points

Enemy profiles

1: Acolyte

Class: Human
Speed: Very slow
Armor: Very light
Weapon: PCV
Firepower: Light

Referred simply as "initiates" by the Alliance, Acolytes are regular members of the Courbée Dominate. They wear identical hooded brown robes with pale golden belt, like executioners. Although their appearance might be quite menacing, they don't possess any supernatural powers - each one owns a PCV handgun, this is all they need to accomplish their duties. Recent reports have stated that the Courbée Dominate has hundreds of Acolytes, which means, they could appear simply anywhere. Yet, even these great number of Acolytes can't compete with you or the Alliance operatives. There might be hundreds of them - maybe thousands - but their firearm handling skills and accuracy are mighty low, except if an Acolyte fires his gun directly in your face. Usually, they mean considerable threat only in large attacking groups.

Acolytes have access to most of the places inside the falanster, they can open doors, sometimes even locked doors, and if you wound them, they can benefit from the provisions lying around – they can collect health restore items, and heal themselves. The only exception is wormwood, as they don't seem to know this type of plant.
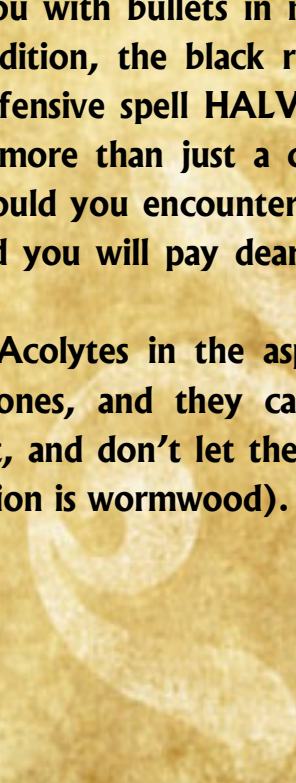
2: Black Apostle

Class: Human
Speed: Slow
Armor: Medium
Weapon: Suomi machinegun
Firepower: Heavy

Black Apostles are higher-class majesties in Courbée Dominate, malevolent prayers of evil with only one goal: Serve the Courbée in every possible way and spread the dogma everywhere. Like the lower-class Acolytes, they also wear hooded robes, however, their robe is coloured all black. Instead of PCV handguns, all of them has a Suomi machinegun. Unlike Acolytes, Black Apostles are smart, ruthless, and very dangerous. Their weapon can riddle you with bullets in matter of seconds, killing you almost instantly! In addition, the black robe they wear has an enchantment. This powerful defensive spell HALVES every damage they take - which means, it takes more than just a couple of direct hits to bring them to their knees. Should you encounter a bigger group of Black Apostles unsuspectingly, and you will pay dearly - with thy life!!!

Black Apostles, however, are similar to Acolytes in the aspect that they can open most doors, even locked ones, and they can collect edibles, if wounded – take this into account, and don't let them snatch the goodies away from you (the only exception is wormwood).

~ Tristania 3D manual ~

3: Priestess

Class: Human
Speed: Fast
Armor: Medium
Weapon: PCV
Firepower: Medium

As harmless and cute they look, do not be fooled by their seemingly innocent appearance - the Priestesses are considered the highest class majesties in the Courbée Dominate's hierarchy structure. Opposing the Catholic Church in this aspect as well, these women are the real leaders, whilst Black Apostles, Acolytes, and other Courbée Dominate members are inferior, and as such, they are the possessors of both conventional and supernatural powers (it's commonly whispered that their role of keeping authorities away from this incident was unquestionable). Their duties tie them to certain places, such as temples, abbeys, shrines, so they're expected to be common at higher stages of the falanster, almost never appearing at lower-class areas. Their duty does not involve patrolling or protection, therefore their sole armament is a PCV pistol for self-defense purposes. Still, this does not mean you can take them lightly. Like Black Apostles, their black robe is also infused with defensive spells, halving every damage they take, and ensuring them bigger "durability". Never EVER let them live, just because they're women. When you see one, ready thy weapon and FIRE!

Priestesses also can open doors, and collect provisions if you wound them, except wormwood.

4: Drone

Class: Subhuman
Speed: Slow
Armor: Medium
Weapon: Twin PCV
Firepower: Heavy

These hostile entities have two different names, not just one. The Courbée Dominate calls them Rokkinoks, and the Alliance named them as Drones. And what are they? Gather a couple of unbaptisted people, burn them alive, collect their ashes, and add a pinch of black magic - this is what you get. A mindless, bipedal abomination created for simple, small tasks even they could accomplish. Never eating, never sleeping, never question anything, they're ideal serveants for solving small issues. Killing someone is simple enough. Despite their sheer dumbness, Drones are extremely dangerous hostile entities. Can you hear them? Can you feel them? No. Not having the ability to talk at all, they will not produce a sound. To spot them before it is too late, you'll need to rely purely on thy eyes. And just in case this is not enough, Drones are armed with dual PCV pistols, capable of dealing TWICE the damage as an Acolyte. Luckily, the spell which keeps them alive is not particulary strong...a few hits, and they revert back to their original form. Ashes.

Although the Drones are extremely dumb, they managed to learn, how doors work, so they could open the doors, maybe even locked ones, but – they can not heal themselves! Since they're brought to life by an evil spell, and have no "health" of their own, they totally ignore all health restoring items. If they can not heal themselves, it is only a matter of time, when they receive enough hits to break the evil spell, and make them die...again.

5: Suicide Drone

Class: Subhuman
Speed: Very fast
Armor: Very light
Weapon: Satchel
Firepower: Very heavy

Suicide Drones don't bear any firearms. Instead, they have a high explosive satchel charge strapped on their body - with strict orders telling them if they spot a stranger, they'll need to use them! Moving around VERY quickly, and not making a sound makes these Suicide Drones unimaginibly dangerous. Once they got near the target, they set off the detonator, killing or severely wounding anyone nearby (this includes rickety columns and flammable barrels as well). ALWAYS keep a good distance away from these walking bombs. Suicide Drones do have a weakness though. Thanks to their lack of logical thinking, they will immediately stop before setting off the explosives (their so-called "brain" can focus only on one thing at once), giving you a second to quickly retreat and shoot him down. Suicide Drones also can't think about how much havoc they wreak by wandering around in a flock of enemies, giving you a nice opportunity to cause an overkill by attacking the Suicide Drone.

Drones are pathetic and stupid beyond belief, but Suicide Drones unquestionably stand out – they can't even open doors, and like standard Drones, they also can't regain lost health by consuming provisions.

6: Tasoth

Class: Unknown
Speed: None
Armor: Heavy
Weapon: Longbow
Firepower: Very heavy

Although we do have information regarding to the whereabouts of the Tasoths, it's still inconclusive what are they. Their appearance shows that Tasoths are gargoyle statues which were brought to life by an evil spell, though some other people say they are also Drones, dressed in a resistant armor suit. It's not easy to study something which explodes to particles upon dying, and kills you in seconds when alive. What we DO know is that Tasoths are entirely different from every other enemy: their lower portion forms some kind of pulpit or dais, which makes them a static enemy - they can't move to anywhere. The upper portion of theirs is obviously humanoid, wearing a thick armor and a helmet as well. The behavior of the Tasoths suggests that they're definitively not human, as they constantly rotate in their pulpit like an automata, with their wide longbow raised - this is their weapon. Fighting a Tasoth can be pretty easy sometimes, as if they're turned away from thy direction, you have the opportunity to blast him with everything you got - but once he start to rotate back to your direction, you BETTER get out of his sight...and FAST. Instead of arrows, they shoot extremely powerful armor-piercing rockets continuously, once they spot an enemy. If you're happen to be right in view when this happens, say a quick farewell to this cruel world. Taking down a Tasoth requires heavy firepower, lots of direct hits, and a good hiding place.

Boss enemies

Superdrone

Class: Subhuman
Speed: Medium
Armor: Very heavy
Weapon: Twin bazooka
Firepower: Very heavy

Just in case original Drones are unable to successfully stop you, quite a few Superdrones were also created solely for the same purpose. These disgusting life entities has twice of the size of a standard Drone, and instead of pistols, it bears two bazookas...bad news. Superdrones' firepower is far enough to send anyone to the graveyard in two shots, even if you have full soul strength. Lucky for you, the Superdrone is just as dumb as powerful, so with a little finesse, you have a great chance of fighting them and survive. First of all, their accuraccy is deplorable for greater distances, giving you many opportunities to outmaneuver his rockets. Secondly, since the Superdrone doesn't possess a brain which would worth mentioning, he doesn't care whether or not there is something in a way when he sees you - he'll keep attacking regardless he can actually hit you or not. Hiding behind objects, a grate or a balustrade will ensure 100% safety for you against Superdrones. His rockets harmlessly impact on the obstacle in the way, while you can engage him full time.

Suffice to say that Superdrones are many times stronger than standard Drones. They can open doors, but even more strange is that they can consume provisions, like absinthe or Lord's supper, which standard Drones can't. It is yet unknown how the Superdrone benefits from consuming foodstuffs, but seeing their superior nature compared to standard Drones, it is not impossible that these advanced forms can actually heal themselves by consuming provisions, much like human beings.

Ultradrone

Class: Subhuman
Speed: Medium
Armor: Very heavy
Weapon: Sabrine MK2
Firepower: Heavy

   The most powerful and fearsome among all these disgusting creatures is the Ultradrone. He looks an awful lot alike the Superdrone - he has the size of a phone booth, and makes no noise when he spots you. Seemingly, the Ultradrone is weaker, as it has only a Sabrine MK2 instead of twin bazookas. The difference only becomes obvious after you bring an Ultradrone to his knees. A slightly different evil spell was being used upon these slobs, meaning that it may stay dead...but it may NOT! Capable of regenerating himself quite a few times, it will take more ammunition to eventually break the Ultradrones' spell. You'll soon learn to fear even their lifeless grotesque face staring at you!
   It is needless to state that Ultradrones are capable of everything what a Superdrone can do - they can open doors, and consume foodstuffs. At their case, eating and drinking seems to be logical and parallel to their reanimating behaviour.

Unstoppable

Class: Human
Speed: Medium
Armor: Very heavy
Weapon: Twin Sabrine MK2
Firepower: Heavy

Nomen est omen. These intrepid elite guardians are protecting the inner falanster against anyone who turned out to be so lucky to survive the

~ Tristania 3D manual ~

Superdrones AND the Ultradrones and somehow gain access to the higher regions of the fortress complexes. Unstoppables are the mightiest warriors the Courbée Dominate could offer - their menacing red armor protects them extremely well, and they are all equipped with modified Sabrine MK2 assault rifles - not just one, but TWO. The only thing which could make them stop is death - which, judging from their abilities, will not come easy for them. They can also open doors, however, they can not consume any foodstuffs or provisions, because of the armorsuit, therefore they do not heal themselves.

Scoring

As you previously read, Tristania3D has a built-in scoring system. Points are awarded for collecting treasure, striking down on the sinful, and maybe after completing a level. The scoring system is pretty easy to understand.

Collecting thy score may be very useful, as extra lives is awarded for certain amounts of score, as it was described earlier. It shall be really important for you to score as many points as you can, especially if you are playing on "Top Ace" difficulty level, where you may get a new save game after every 100000 points! Upon collecting towering amount of points, you also have a fair chance to earn a place at the High Scores board.

A death of enemy = points for Einar Moen!!! Once you get rid of a hostile entity, you shall be awarded with various amounts of points for thy efforts. It does not matter if you killed them with thy own hands, or lured them into a trap...for every enemy that dies, you shall get different amount of points.

- ♦ 200 points for an Acolyte
- ♦ 200 points for a Suicide Drone
- ♦ 500 points for a Black Apostle
- ♦ 500 points for a Drone

- ♦ **400** points for a Priestess
- ♦ **800** points for a Tasoth
- ♦ **1000 – 10000** points for boss enemies (Superdrones, Ultradrones, Unstoppables etc.) The tougher they are, the more points you will get!

The third method of obtaining score is connected to level completion. Usually, at the end of the levels, you will get an evaluation of thy efforts:

- Level completion time
- Kill ratio
- Secret ratio
- Treasure ratio

The level completion time shows, how quick you were, how soon you have found the exit. If you can beat the par time, that is shown, you can get various bonus points for thy quickness. This might be pretty simple on the first few levels, but on later, it will be MUCH wiser to walk through the death-infested zones carefully and cognizantly rather than just rushing to the exit "dead on time".

The kill ratio indicates how great percentage of enemies you've managed to assassinate on thy way through the area. If you've killed every enemy, you shall get 100% percentage, and 10000 bonus points as well!

The secret ratio shows how many secret areas could you find. Should you be so skillful to find every secret on the level, you will get 100% for secret ratio, and another 10000 bonus points!

The treasure ratio works pretty the same – how much valuables could you collect on the area. Bags of gold, chalice, box of jewels, crucifix, and crowns. If you could find every little bit of gold in the level, there goes a third 100% for thy persistence, and another 10000 points! So

we can say, if you receive 30000 bonus points at the end of the level, you did a perfect run!

Certain levels – such as secret levels, and boss fight levels – does not have any evaluation at the end, as the ratios do not count against thy grand total upon completing Tristania3D. Instead of par time-kill-secret-treasure ratios, you will get a fixed amount of various extra points at the end of these special levels. This does NOT mean there are no secrets or treasure on these special floors, but they will not get added to thy grand total. Still, you should look for these...it will effect thy score, not to mention the ammo and soul strength...

Environment & hazards

During your journey through the land of unknown, you will have to watch out not only for the Courbée Dominate serveants, but the environment as well. As it is written in the story, the Courbée Dominate has its very own method and security measurements to remain isolated from the rest of the world, and keep away any unwanted visitors. The frequent patrols of Acolytes, Drones, the Unstoppables are just one of these security methods. Quite frequently, your greatest adversaries may be the various lethal traps, and hazards you will come across. This section will give you a brief instruction about the interior design of the falanster, the various security devices, and traps.

Mugwort

You may easily stumble upon small clumps of mugwort at the great outdoors just as well as wormwood. Unlike wormwood however, mugwort is quite poisonous, and will take away 16% of thy soul strength! Since mugwort is somewhat similar to wormwood, always examine both before you decide on consuming something which grows

in the wild, as being poisoned by mugwort wouldn't be pleasant experience.

Stone coloumns

Wandering around the fortresses and indoor areas, you'll soon come across dark stone columns, which may block thy way, and may even seem to hold something behind them. Some of these columns are very rickety, and may be easily knocked down by gunfire or explosions. Should you run too low on ammunition, you may prefer to use your dagger for knocking down these pillars, and see if there is anything lies behind to collect. If you have secured the area, you might want to spend some minutes to check out whether or not some of these pillars can be destroyed, there might be secret areas behind them. Also don't forget that not all pillars can be knocked down.

Sludge pools

These green spills of disease are commonly seen at storage areas, dark abandoned corridors, and aqueduct lines. This green sludge is extremely poisonous and acidic, it can eat through leather and flesh, causing serious injuries. Avoid these puddles of sludge − strolling through will heavily decrease thy soul strength.

Explosive barrels

The lack of electricity and the frequent usage of torches requires many fuel. These petrochemicals are stored in red barrels until the time of need. Judging from their colour, it's pretty obvious that these oil drums are highly explosive, and should be kept away from heat, including gunfire. Walking around them is perfectly safe as long as you don't shoot them. Once they get hit by bullets or get in contact with explosions, they shall blow up, killing or heavily damaging anything nearby - including YOU! Being at 100% soul strength, you can survive ONE explosion, and not more. For thy own sake, stay away from the oil

drums, and always keep a safe distance if you intend to blow them up anyways.

Exploding oil drums are well-known of their destructive property, and they can be used very frequently as an advantage by alluring enemies nearby, and then shooting the barrel. The explosion is powerful enough to tear smaller enemies to shreds, and even seriously damage the bigger ones too. An exploding oil drum can also smash down rickety columns, and set off all barrels nearby in a chain reaction, causing a HUGE explosion. Never forget about this when setting off the fireworks! Oil drums can be your friends, but also your enemies. Mind that not all oil drums will explode, as some of them are probably emptied, and will not participate in causing some havoc. You cannot destroy these.

The second thing why these explosive barrels considered dangerous is the aftermath of their destruction. Many drums start a huge fire which can not be extinguished, and will also not go off by itself. Some barrels will leak dangerous toxic fluids upon exploding, stepping in these puddles will cause major damage to your health. While you can safely run through the fire, and will not burn yourself too seriously even in you stand in there for a few seconds, you will suffer a lot, if you decide to step onto a toxic spill. Avoid these hazards,if possible.

Tripmines

Another less obvious traps are the tripmines, planted mostly at outdoor areas, although some floors may have indoor tripmines as well. When wandering outside under dark skies, keep your eyes extremely peeled for them. Stepping on these will set off the explosion trigger, causing GREAT damage on ya. This must not be. Maybe with careful looking you can track the tripmines down, and thus, you can avoid them

once you spot the suspicious-looking lumps on the ground. Never pass over one, unless you've obtained an Invulnerability Artifact.

Spike traps

   At indoor areas, tripmines are usually replaced with spear traps. These huge needle-sharp spikes are installed in the ceiling and the floor, moving up and down, stabbing the unfortunate victim to death. And if that's not enough, the spears are treated with quick killing poison too. No chance for you to get through these, except if you've found an Invulnerability icon, avoid these at all costs.

Incinerators

   Incinerators – or fireball launchers – are widely used at both indoor and outdoor areas, and proved to be extremely effective. A system in the wall constantly fires fireball projectiles in a straight line, creating a deadly obstacle, which is difficult to pass (or at least it requires good timing). These wall systems can be easily recognized, and sometimes you can turn them off with certain wall switches, putting an end to a life-threatening device. However, sometimes the fireball launcher cannot be turned off, and I can tell you all about it, you'll need quick movements and finesse to avoid being toasted! Training makes the master!

Switches

These contraptions are also installed in walls – they control many of the Courbée Dominate's security systems. They have two different state: ON and OFF. Although all switches look similar, there are two different kind of them (apart from the elevator switch of course), controlling different mechanisms.

The first type of switches controls various pushwalls. Just like secret doors, it is not marked, which portion of which wall can be moved away by that switch, but sometimes, it will be quite obvious. These pushwalls can be only opened by that particular switch, pushing it with bare hands will not start the mechanism. Once you pull the switch, it will pull or push that particular wall portion, which the system is assigned to, and the way to somewhere will open.

Most of the time the consequences of throwing a switch on a wall will be immediately evident. But sometimes it won't! If you activate a wall switch and nothing seems to happen, then perhaps it's because the action triggered takes place elsewhere in the level. Who knows, maybe it's the first step on your way to finding a Super Secret area?

Always be very cautious, when activating a suspicious-looking switch. It may seem pretty harmless, but an unknown switch can activate a lethal trap just as it can open a vault full of treasure!!!

The second type of switches are installed to incinerators. With them, you can turn certain fireball launchers on, or off.

Fissure gates

These time-space anomalies are one of the Courbée Dominate's most advanced magic spells and weapons – even if it does not like a weapon. This is that otherworldly-looking, squirming red vortex hovering in mid air you came through at the beginning of the game. Stepping inside them will instantly teleport you some place else.

Every fissure gate is a one-way trip to a location unknown, which means, if you want to return to the previous area, you just have to

locate another fissure gate, which - probably - leads you back. If you're unlucky, you'll choose a gate taking you to a death-trap, or some place where you DEFINITIVELY don't want to be. Enemy reinforcements from distant areas also coming through these fissure gates, which means, most of thy adversaries can use them too.

Wormholes

A slight modification of the visible fissure gates — but unlike fissure gates, these anomalies are completely invisible, so it is absolutely impossible to tell where a wormhole is — you will only know it is there, when you already stumbled upon one. The purpose of these wormholes are quite the same with every other trap. It is not used by none of thy enemies, the role of wormholes is keeping unwanted visitors away by teleporting them somewhere. Wormholes are not necessarily dangerous themselves, but they often teleport you to a trap, hence, they are considered as traps.

[4] Hints and strategies

Friendly fire

Spikes, tripmines, incinerators - getting through these hazards is no doubt very difficult, if not impossible. Tangled in the web of death-traps, and being encircled by dozens of enemies - it seems no one will be able to rescue Vibeke...

Wrong!!! Treating these death-traps as mere hazards is just too simple. Why wouldn't you use these for your own advantage? If a horde of enemies is after you, just lure them into a nearby spike trap, fireball stream, or a couple of tripmines - and there. Problem solved. Give them a taste of their own medicine! It'll save you a LOT of trouble, soul strength, and will provide you with fresh ammunition too! Possibilities are limitless; if your firepower is just not enough to handle the odds, retreat into the safety of a nearby death-trap. Those freaks will blindly march into their doom, while you laugh at them in your safe hidey hole, and the score of yours constantly increase. But beware!!! Some hostile entities may anticipate your movements, and will avoid these traps, knowing what you're thinking about!

Brains, not brawn!

Having your soul strength at 100%, bearing a SmartGun with a truckload of ammo is an extremely good thing, try to keep this state up. However, studying your environment, learning what surrounds you, and what could you expect proved to be much more effective. You may win battles with brute force, but sooner or later you shall find yourself in a situation, where weapons and full health seem to be insufficient. This is when you must use your most powerful and most underestimated weapon: your own brain.

If you come across a puzzle which does not seem to make any sense, try harder. Every button, every lever has its own effect. Obviously, none of the logical riddles and puzzles are frustatingly difficult, but if you had a hard day behind you, and you keep failing to cross that big chamber with lots of enemies, try something else. If the regular tactics fail, look around a little. Maybe that switch on the wall shall activate a fireball launcher, and you can cross the walkway without fear?

One thing is sure: Every sticky situation has its own solution. Just use thy brain, create some plans, and you will figure it out sooner than you think!

Allure of darkness

If there is only one entrance to a certain area, try to lure the guards to come out to you. This will make it easy to pick them off one by one. However, don't expect this tactic to always work. Some guards are clever enough to use the same strategy and will wait for you to come in to them!

Stack up supplies!

Apart from the soul strength, and protection I just mentioned, you will also need to worry about the ammunition. Should you run out of ammo, and stronger enemies will finish you off in matter of seconds, even if you own Knife Fury. Lucky for you, many locations hold supplies for you...sometimes a whole truckload of supply, much more than you could carry. Do not waste them! If you cannot pick up a crate of ammunition, or a glass of absinthe, just leave it there, memorize its location, and proceed with your task. Trust me, if you carelessly fall in a death-trap, or the exit chamber is stuffed with enemies, you will REALLY need that ammo crate or glass of absinthe!

Keep in mind that thy soul strength will not just recharge between two levels all by itself! In other words: if you take the exit with 12%

soul strength, you shall begin the next level with 12% soul strength! And who knows - maybe there will be no restoring opportunity in sight! Perhaps a quick sweep through the emptied level could solve this problem - obtain the supplies you left behind, and your chances of survival will increase astronomically!

But that room was empty!

Many areas are subjects to roaming enemy patrols, and if initiates are being attacked in a certain area then reinforcements could be sent in to investigate. So never assume that just because you've cleared an area of enemies that it will stay that way. A number of thy enemies may be used to seeing death and thus may be stupid enough to dismiss a dead comrade's body, thinking that a faulty Suicide Drone mishap happened there, but some enemies patrolling through areas you've already visited will notice the carnage you've wreaked on their buddies and will come looking for you, no matter where you are! There might be also reinforcements pouring through fissure gates to the location, where you are. In short, learn to watch thy back if you wish to stay alive.

Find the going too tough?

There is a hidden cheat installed in the game in case you're in a hopeless situation. Pressing the H A C keys simultaneously will immediately boost your health to 100%, and increase your ammunition to the maximum for all guns. But before you'd get too fulfilled with joy, let me tell you that this cheat will **NOT** give you backpack, guns, or keys! Only soul strength, and ammunition. If you can't find the gold key for the locked door, this cheat will not help you...at all.

Also take into account that cheating through the game has its own punishment. Enabling this cheat will make your score go down to zero, and will stay that way, no matter what. If you cheat, you cannot get a high score, or any benefits coming with earning high score. You may

restore your scoring ability by loading a previously saved game BEFORE you applied the cheat, or starting a new game.

At the fifth – "Top Ace" – skill level, this cheat shall not activate.

[5] Troubleshooting

I wish I could say Tristania3D is free of any errors and glitches. The reality is, however, Tristania3D also has a small collection of bugs which could not be tracked, or its correction method is yet unknown. None of these glitches are particulary severe, nor will they smash your operating system, but in rare cases, they may disturb gameplay, and interfere with your progress, therefore I need to mention a few things about them.

Tristania3D abruptly freezes during gameplay or crashes with "Divide error"

It is unknown what causes this error, and it's extremely rare indeed - mostly you will meet this happening after long, extensive hours of gameplay with a lot of saving and reloading. Most likely this error is caused by some "memory leak" deep inside the core. We could not determine what causes the crash exactly, but it's commonly whispered that some data fragments are starting to leak out of the player's data, eventually reaching critical mass, and crashing the game. Notably, this event never happens when Tristania3D is ran directly under Windows XP, so it seems the DosBox emulator doesn't like something the game would like to execute.

Another possible reason is that the DosBox emulator configuration is not met with Tristania3D's system requirements. It's HIGHLY recommended that you use the DOSBOX.CONF file included with the game, since it is set to the requirements of the game, those are the fail-proof configurations. All you need to do is overwrite the old

DOSBOX.CONF file with the included one after installing DosBox. If the DosBox configuration is not correct for Tristania3D, the movement will be choppy, and Tristania3D will crash quite frequently. Just overwrite the DOSBOX.CONF file with the one I put in the game folder, and this should fix the problem.

Tristania3D will not start under Windows Vista

This is a major error in Windows Vista - it's not Tristania3D's fault. Windows Vista is one of the worst operating systems in the known universe, it can't run the great majority of the programs, Tristania3D is just one of them. If you have Windows Vista, you should install DosBox emulator or Microsoft Virtual PC to run Tristania3D. Or better, get rid of Windows Vista for all eternity - I say it, as a computer professional.

Tristania3D will not start under Windows 7

Similar to the problem I mentioned earlier. Windows 7 is far from being perfect (although it's unquestionably better than Windows Vista), but it can run Tristania3D flawlessy, if you install one of the emulators. DosBox or Microsoft Virtual Machine - your choice.

Tristania3D has no music and certain sounds are missing under Windows XP

Tristania3D uses an own audio device which is not clearly recognized by Windows XP. Windows XP can run Tristania3D, but with only these restrictions. If you run Tristania3D using the emulator, this problem will never appear (Tristania3D uses digitized sound, but the music is from its own sound source, and therefore, Windows XP can't use it).

Tristania3D crashes at level 24

This error have been corrected, and should not appear at all. It was caused by a malfunctioning Sabrine MK3 and two Superdrones outside the falanster's courtyard. Once I got rid of them, the game was working fine.

Tristania3D's sounds get messed up at level 11, and the game freezes at quitting

This error only happens, if you're running Tristania3D from directly under Windows XP, not using an emulator. It is yet unknown, what causes this error, but it messes up something at the sounds structure, and will eventually crash the program upon quitting. If you meet this error, just save the game, quit with Alt + Enter, and externally close the program. Upon restarting, Tristania3D should work just fine.

Enemies display the wrong graphics when killed

Also a quite mysterious glitch - and also a very minor glitch. Drones and Priestesses could show weird graphics upon killing, if you kill them unalerted with Knife Fury power. I don't have the slightest idea about why they turn into weird glitched graphics when you stab them to death unalerted, but it happens when it happens.

Another occassion is, when Suicide Drones are not killed right away - it happens with the Suomi machinegun. Since the sole shots of the Suomi are weaker than PCV shots, at very rare occassions, they won't kill the Suicide Drone, only wound it. However, Suicide Drones doesn't have any "wounded state", so they'll show the wounded state of an Acolyte. Very minor glitch.

As for Ultradrones, they also can show weird graphics, when they step onto a tripmine and then, respawn. This particular glitch is caused by an exception, since Ultradrones were not set to walk on tripmines. So when it happens and they respawn, they will show distored graphics. If these minor bugs really disturb you, just save and reload the game, and it will work fine.

Spear traps disappear after many enemies walk on it

This is not a bug, it's a feature of realism. Sooner or later, spear traps will "overload" and break, thanks to the many corpses, you ought to be ready for this when you lure the bad guys into "used" spear traps. Suicide Drones can wreck spear traps quite soon. Shiny new spear traps will work just fine, used ones will become out of gear much easier.

My bazooka will not fire anything

Also not a bug. Heavy weapons often tend to get jammed, especially if they are frequently used, so you should never rely your life on one armor-piercing rocket - your bazooka can get jammed, or perhaps the ammunition you've picked up was a fake/blank shot. As a compensation, Tasoths and Superdrones could also have malfunctioning weapons.

Rockets seem to disappear when flying through doors

They don't disappear, only the image - so don't you worry. Doors was set to stay open once a rocket flies through them, somehow this causes the image of the rocket to disappear. This does not happen with the enemy's launched rockets.

Rockets pass through boss enemies

This only happens with enemy rockets, not yours. Superdrones' and Tasoths' weapons are slightly different - they are more powerful, so they can blast a hole through Ultradrones, who are made of ashes, and Unstoppables, who have very thin armor at their back (a rocket into the Unstoppables' back can kill them instantly). We could make their rockets explode upon colliding with a body, but in this case, they would be much more resistant to rockets, so we decided that let the enemy rockets pass through their body, causing them more severe wounds.

Enemies are dying for no reason

Also not necessarily a bug. If you hear explosions and death screams in the background, it usually means Twirl and his friends are in the area, and are fighting the Courbée Dominate's flunkies, and this is what you hear. They might be also dying from their cleverly set up traps, while rushing towards you. Every enemy death has its own reason...

At early stages of development, this glitch - called *Sudden Death Syndrome* - was quite frequent, particulary at outdoor areas. The reason was the great number of alerted enemies. If too many enemies were alerted, some of them died suddenly, often with incorrect graphics. This has been fixed, so no more Sudden Death Syndrome.

Objects and enemies start to blink

This very minor glitch only happens, when there are many objects and corpses are in Einar's field of vision, and the program is unable to draw all of them. Supposedly, this error was corrected, but if it happens, just change position, and you'll be fine.

My gun freezes at shooting state

Don't worry, only the graphics freeze, not the gun. It happens,when you teleport with your weapons blasting. Just fire a shot, and it'll go away.

Tristania3D crashes with "Too many static objects!" error message

Ahh, yeeeees, the world-infamous "Too many static objects!" error, everyone's favourite. How I LOVED this error (sarcasm alert!)...this particular error is called the "511 error". It was corrected alright, and it's only known to happen at level "Greed", where if you destroy too many barrels, they might leave too many toxic sludge pools. 511 is the maximum amount for objects on a level, and if this limit is exceeded, the 511 error will happen. You should not meet this error at all, but if you do, don't blow too many barrels up.

Tristania3D crashes with "PM25" error message

Another "phantom error" - we know absolutely nothing about what causes this, and why. My experience tells that this is a sort of "joker error", when the program can't figure out any good reason, why should it crash, but it wants to crash just to give me headache, it does - with this PM25 error message. Very annoying, but it also shouldn't happen at all.

The only known occassion for PM25 error was the fissure gate's chamber with the Unstoppables and Ultradrones, but I suppose it was only a compile error with our test program. Once we re-compiled the game, the PM25 error was gone. If it happens anyway, just restart the game, and the PM25 error should be gone.

Tristania3D behaves odd

Not sure, but it might have been a compile error, which was very rare even in the early stages of the game development, and (I hope) it's completely gone now. Upon dying, or blowing up an explosive barrel, the game started to do mindless things...like I couldn't switch weapons, the level restarted, Suicide Drones became invulnerable and stuff like this. It was a really undefinable error, but it should be gone now. If not, just restart the game, and it should work fine.

Walls become gray stonewalls

This kind of glitch was also present in the old Wolf3D engine, and could not corrected, because no one knew what triggers it. It happens very rarely, mostly at large and complex levels, with many enemies, and many fierce action. It is a very small and harmless bug, except when switches turn into gray stonewalls. If this bug really bothers you, just restart the game, and then it will be back to normal. We could make the levels smaller, but we really did not want to sacrifice so much hard work, and so many great plans regarding the levels just to avoid a bug, which is extremely rare anyways.

[6] Frequently asked questions

Question: Why is Tristania3D so "retro" and "oldschool", why didn't you create a modern game instead of this pixelized, twenty-year old obsolete one?

Answer: This question is my personal favourite - heard at least a billion times so far. The answer for this is pretty simple indeed - because creating this game under a fully modern environment is simply IMPOSSIBLE. I have several very good reasons why we created Tristania3D to be so old and obsolete, let me explain to you.

1) First of all, every coin has two sides. I'm very well aware that Tristania3D's technology level is at least twenty years behind today's standard, however...the more advanced the game engine is, the more problems it will raise, the bigger its size will be. Take a fully modern and up-to-date game as an example - its size is so gigantic that it requires a DVD, perhaps even more than one DVD. Downloading such great amounts of data requires significant time, even with a decent internet connection. Originated from the size, a modern game engine consists millions of program parts (code lines). Now, suppose that there is a malfunction somewhere within this enormous data structure, which will either cause the game to crash, or will not run at all. To fix this error, the programmers must browse through the ENTIRE program structure to find that one particular module which isn't working - this could take months, even whole years. And since we're talking about a very advanced program here with millions of program parts, there may be more than one malfunctioning or errorneous modules inside, which means, the programmers must repeat this treasure hunt ALL OVER again if something fails to work. It's like searching a pin in millions of haystacks. No, thank you. Not that we're lazy, we just don't want to do this in the rest of our lives. The second half of this problem is that a fully modern program requires SERIOUS programming knowledge, 3D modelling, installing physics and all the features you can see in a modern game. This prodecure takes years even for an experienced programmer, and we're already years late with the development of Tristania3D.

2) The first thing the game creator needs is the source code. I wouldn't want to get too technical here, so I just tell that the source code is the heart of the program - it defines the systematics and the mechanisms of the game in a "simplified" text form. If you want to add a new feature to the game - such as new enemies, new weapons, new songs, timed levels etc. - you can't just tell the program to behave that way. You need to implement these changes into the source code, THEN compile the source code to a program. Get the picture? Now then...there is absolutely no possibility of downloading or purchasing the source code for these fully modern and advanced games (such as Doom 3, Half-life

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series), and also no chance for stealing it. Creating a new source code from the start would require tremendous amounts of programming knowledge, which we don't have. EoD engine is, however, completely free, a LOT easier to edit, and has several nice features, which are quite admirable and satisfactory for a freely downloadable fan made game.

3) These highly advanced and up-to-date game engines are NOT freeware. Therefore, even if we would somehow get hold of their source codes, the original authors would charge us for money because we're using their property (and charge YOU for money as well!). This is something which we must avoid at all costs.

4) Tristania is a gothic band, so it's best to create a game about them under an old game engine. It seems so fitting, don't you think?

Well, folks,there you have it. I certainly hope these reasons are good enough for you. Besides, the game engine is not everything. I've seen modern and advanced games from around 2010 which are horrible and unplayable as can be. If you don't believe me, do a search for Patriots: A Nation under fire, Airborne Hero, Power of Destruction, Dark Vampires, Chronicles of the Vampire, or Velocity Prologue.

Question: Why about Tristania?

Answer: This game serves as a memento for Vibeke Stene, the woman with the most beautiful voice, who left the band years ago...and we miss her very much. Tristania3D will ensure that nobody will EVER forget her, and her essential role in this band. Besides, Tristania is one of my favourites.

Question: Why did you choose Einar Moen, and why couldn't I select another character?

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Answer: When we started to design Tristania3D here at the Lambda Team headquarters, we all agreed about Einar Moen would be perfect as the main character of the game, not just for graphical reasons, but many forum members on the Tristania Message Board have agreed in that Einar Moen should be the main character. About the other Tristania members...well, EoD game engine doesn't support multiple players or player selection. Trust us, we tried the concept of choosing a band member, and each one would have their own unique characteristics, but this required too many resources, and reserved too much memory (not to mention it'd require own images and scenes for every band member). The point is, every program has limits. We can't just stuff it with everything in mind, a program is not a bottomless hole. Sooner or later the program will reach a point where it consumes more memory than it actually has - this leads to the world-famous "Abnormal program termination" error, when the game crashes right after the start displaying this message, showing that we exceeded the memory limit available. It doesn't matter if our machine has 100 GB RAM memory - the game can only handle the amount which was programmed inside it through the source code. And in 1992, when this source code was composed, the maximum memory available for every personal computer was around 4 MB RAM. See how it works?

Question: Why didn't you program Tristania3D under Windows, so we wouldn't need an emulator?

Answer: The source code of Tristania3D is originated back to 1992, when no Windows were in sight. We aren't Windows programmers, we did what we could, but if the source code won't recognize Windows as an operating system, we're left with DOS. Besides, Tristania3D works under Windows XP without an emulator, but in this case, no music can be heard, and certain sounds will be also missing. As for Windows Vista or Windows 7, I'd recommend you to uninstall them immediately, as both of these systems are gigantic piles of turd.

We also tried to ask MCS (the writer of the EoD engine) for the source code, so we could create a Windows port out of it, but MCS did not give it to us. A million thanks...

Question: What took you so long to create this game?

Answer: We had a lot of disagreements about how should we create the game. We didn't have the EoD engine for years. First, we tried to write our own source code, and as you can expect, it didn't work at all. Then, one of our friends had an idea developing Tristania3D under Doom environment. The problem was, we didn't have the Doom source code either, therefore many of the features would be missing from the game - not to mention that working under Doom engine is a LOT harder in every aspect. We only have the EoD engine for 2 years, and since then, we're constantly working on it. Seeing the fact that this game will be developed by mostly one man, it will be a decent one.

Question: Why do the songs sound so distorted and poor?

Answer: The EoD engine only recognizes IMF files. This gave us lots of work,as we needed to convert the MIDI files into IMF songs, and test them countless times whether or not their quality is acceptable. Moreover, only 8 notes can be played simultaneously, which sometimes resulted in tune losses and "phantom notes", when the game plays a note which is actually not there. I'd be most happy with an MP3 support, or at least MIDI support, but we had to keep the memory limit in mind. Inserting digital song files would eat all game memory for breakfast and "Abnormal program termination" would occur.

Question: Why are the songs so short?

Answer: The maximum song size limit is 64 kilobytes for each song. I don't really know what determines the size of the song...sometimes a song can last more than 3 minutes and is still under 64 kilobytes, whilst other songs will knock down the roof after 1 minute or even sooner. There was no possibility for this game to implant songs whose size is larger than 64 kilobytes. If we do it anyways, the song simply breaks when the 64th kilobyte is read, and starts over.

Question: If this game is about Tristania, why didn't you use more of their songs?

Answer: I had only 7 Tristania MIDI files. The main problem is, Tristania MP3 files are extremely difficult to convert into a good quality MIDI. Besides, there is the 64K limit I was talking about. I thought it would be the best option to cut these MIDI files in two, so you can enjoy the missing song parts at other levels as well.

Question: What is this "Courbée Dominate" exactly?

Answer: Very little is known about the Courbée Dominate, but from what the Annihilation Taskforce revealed, this is some kind of secret congregation or society of cultists, rather than religious fanatics. Its origin is yet unknown, although their name suggests French roots, or the title of their fortress - "falanster". However, the Courbée Dominate initiates use Latin words to different sectors or districts, and it is also suggested that they speak Latin among themselves, so it is pretty hard to decide where is this secret society is originated from.
Seeing that the Courbée Dominate is clearly hostile against the dark-gothic subculture, it is also suggested that it may be originated from Philip IV of France, the king who single-handedly devastated the Templar knights' union - but only if we accept the theory that the dark-gothic subculture is a descendant of the extinct templar knights. There is no solid proof for any of these theories.

Question: If the Courbée Dominate is after dark-goths, why did they kidnap Vibeke? Wouldn't anyone else do it?

Answer: It is hard to answer, as none of us know about the hierarchy, the motivations and the system of Courbée Dominate. It is believed, however, that Vibeke conceals supernatural powers, which she does not know about, but the Courbée Dominate rulers somehow sniffed it out. Their goal may be to conquer that dark-gothic reality the true goths know about, or perhaps to be able to manifest and use those special artifacts, which would make any single person unstoppable and immortal. For this, they need a true goth with a hidden enchantment. Since we don't have the grimorie the Courbée Dominate uses, we can't make any direct statements, but it is clear that they need Vibeke, because some conditions of certain spells could not met with anyone else. Anyways, if this game is about Tristania and Vibeke Stene, who else could be the unfortunate victim?

Question: Why don't the Courbée Dominate modernize the falanster with water pipe system, electricity and such?

Answer: The Courbée Dominate could only prevail through the past decades by isolating itself from the rest of the world. Having a modern water system, power lines, telecommunication systems and computers would attract too much attention on them, not to mention the huge numbers of outsiders, who would work inside the falanster. It is safer not to be dependant from the state (it is also cheaper).

Question: If the Courbée Dominate does not use power lines, how can the elevators and the subway lights work?

Answer: Yes, well...many of the fans consider this as a major plothole, but the explaination is pretty simple. There are small, portable power generators, which are capable of generating electricity from fuel. This energy is sufficient to power elevators, and small basement lights, and the Courbée Dominate has plenty of fuel (barrels of gasoline are easy to steal through fissure gates). In case of power outage, elevators can still work by man-operated cranes, or smaller-bigger weights pushed and pulled at the shafts.

Question: *So the Courbée Dominate consists satanists?*

Answer: This was never confirmed in the story, or during the events. The Courbée Dominate is gathered around a demonic entity named Baphomet (this may also suggest that the Courbée Dominate was founded by Philip IV of France, as he was the one who accused the templar knights by worshipping Baphomet, thus, Philip KNEW about Baphomet). Opinions differ whether Baphomet is part of Hell's (and Satan's) hierarchy or not.

Question: *What's up with those "Drones" or "Rokkinoks"?*

Answer: If you read the story, it should all make sense to you. Do not confuse them with zombies. Zombies are rotten corpses brought back alive. The Rokkinoks are different. They are walking ash piles morphed into a humanoid shape by an evil spell. This gave a lot more possibilites to the Courbée Dominate than just resurrecting the dead. Zombies proved to be unworthy fighters, whilst Rokkinoks are far more lethal - they're dumb, yet quick, agile, and absolutely silent.

Question: *If this game supposed to be a gothic-themed or medieval-themed game, why did you put firearms in it?*

Answer: First of all, swordfights would be pretty dumb in a 3D shooter game. This gamestyle might look awesome and spectacular in a side-scroller or a third person adventure game (Prince of Persia, World of Warcraft), but in a first person view, a melee attack-based game simply wouldn't be the same. Secondly, there is only one attack method for Einar Moen, so even if we would make Tristania3D without any guns, there could be only type of attack (for each weapon). And thirdly, the attacking method of the enemies is hard coded inside the program. Namely, most of them must use a distance weapon which produces sound (except the Suicide Drones). And since all of them need to drop ammunition when killed, we were also unable to create enemies who are performing magic attacks, as they couldn't drop ammo when killed. Besides, there are archers in the game. If you really want to get medieval, use your dagger only.

Question: *Where are the secret doors in the game?*

Answer: I don't want to spoil all the fun for you, therefore I will not write a full detailed secrets guide. Although I CAN help you finding them. Most secret doors are hidden at solid, flat walls, others are hidden behind ornamented walls. Use your pure logic when looking for secrets! Never look for secret pushwalls at door frames, windows, and nature-made walls (rockpiles, earth wall). There will be, however, secret doors at diagonal "staircase-walled" corridors, if you seek the right spot of the particular wall to find the hidden trigger. Also note that certain previously activated pushwalls can be pushed again, maybe from different directions.

Question: *Why didn't you put a level map feature inside the game?*

Answer: Most unfortunately, the EoD game engine doesn't have a "level map" function implemented inside (mainly because the ancestor of this engine didn't had a programmed-in map feature either). Maybe we

could have come up with something, but we were already years behind the schelude, I wouldn't want to delay the development of Tristania3D any further just because this game doesn't have a map feature. Anyways, let's get realistic - Einar Moen would't have the time to draw a map while lurking, fighting the Courbée Dominate, he has to find Vibeke, before it is too late. Last, but not least, there are certain levels, whose concept would be screwed if you had a map, and therefore you could view the entire area with just one button push - you'll see these special levels VERY soon.

Question: Why can't I get kill-secret-treasure evaluation at the end of boss levels/secret levels?

Answer: That's because you don't need to. The kill ratio, secret ratio and treasure ratio doesn't count towards your grand total at these special levels. However, it's STILL highly recommeded for you to look for hidden areas at special levels, as it will still effect your score and your progress.

Question: How come that switch controlled pushwalls will not slide back if I pull the switch again?

Answer: The answer here is more technical, rather than supernatural. The switch control is zone-related, not wall-related. In short, after the switch is pulled, the program checks whether or not there's a wall at that very zone where the pushwall trigger is placed. If there is one, it'll be moved to a particular direction. After this, the zone with the pushwall trigger becomes empty. Once a switch controlled pushwall gets moved away, it can't be returned to its original location (or any other location for that matter) unless there is a second switch which inspects the zone where the moved wall arrived.

Question: Why can't I get 100% secret ratio, even if I find every secret in the level?

Answer: Are you REALLY that sure you found ALL of them? If I were you, I would double-check it before giving up. Keep in mind that you'll ONLY get credit for a secret area (and percentage), if you receive a message on the top of the screen, not for finding pushwalls. At the great outdoors, there may not be any pushwalls, yet, secret areas still exist. You should have the "messages" feature turned on (F11 button). There is also a VERY slight chance of missing the "secret trigger". This may occur,when a secret area has a wide entrance, and you accidentally slip past the secret trigger. To avoid this, make sure you surround the entrance of the hidden area pretty well (this doesn't mean you should get shot by doing this).

Question: Why can't I see the remaining time of my invulnerability and Knife fury?

Answer: You might have turned the "messages" feature off by pressing the F11 key. Press it again, so it will show the timer as it should. The factory settings include the messages turned on, so as long as you don't push the F11 button accidentally, you will be fine.

Question: How come that sometimes, I need 20-25 shots to kill an enemy, and some other times, it dies after 3 shots?

Answer: Hits are heavily influenced by distance and weapon type. Shooting from short ranges will cause much greater damage than just blindly blasting from the other end of the corridor. The bigger the distance is, the more inaccurate your shots will be (this works vice versa of course). Note that certain weapons - Sabrine MK3 and SmartGun - has wide gunfire spread, and therefore a few misguided bullets will find

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their target, whilst precision weapons, such as the PCV or the Stealth rifle will require you to aim perfectly.

Question: Couldn't you implement a crosshair in Tristania3D?

Answer: Well, yes and no. We COULD implement a crosshair, but we couldn't render a button for it to make it go away. Which means, that annoying crosshair would stick around at the center of the screen throughout the whole game. It might seem useful first, but later, it'll just annoy you and turn your attention away from the beautiful level design and awesome graphics we made (har har har!). We thought it'll be better to leave the crosshair out. Besides, you will not have a crosshair hovering in mid-air in front of you, if you grab a pistol or an assault rifle!

Question: Why can't I get a sniper scope to my rifle?

Answer: EoD engine doesn't have a "secondary" function for weapons (e.g. there is no secondary fire for weapons), which have prevented us from creating a zoom effect for the guns...or a sniper scope for that matter. Also, most of the levels are taking place inside the falanster with shorter (relatively) distances, which makes the sniper scope abundant.

Question: What determines the behavior of the Ultradrones?

Answer: It's TOTALLY randomized whether or not an Ultradrone shall rise from its ashes, and continues its rampage on you. It's not influenced by the chosen skill level either, so even if you pick the mildest skill level, Ultradrones can still respawn countless times.

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Question: What determines the behavior of the explosive barrels?

Answer: Unlike Ultradrones, explosive barrels work differently. Mainly, there are 3 types of them: Exploding barrel, Exploding & flaming barrel, and empty barrel. However, it's totally randomized whether or not the first two will leave a puddle of sludge. Empty barrels will not be changed at all however - they will remain empty in every possible case.

Question: Why don't boss enemies stagger when they get hit?

Answer: There are multiple answers for this question. The technical answer is: because there aren't any "wounded" state for the boss enemies, only walking, attacking, and dying (they're not programmed to tatter when they receive a hit). Other reasons include utter toughness, magical protection, and the lack of feeling the pain (for Drones and ghosts).

Question: How can Einar Moen run so quickly?

Answer: Didn't you read the story? He needs to hurry!

Question: How can Einar Moen carry so many treasures?

Answer: Many people have asked this question, mostly about treasure, as your treasure holding capacity is not influenced by your ammunition carrying capacity. Well, the only explaination is when Einar Moen steps on some treasure, an inter-dimensional transmitter portal opens between space and time (this causes the "blinking sound"), and the treasures travel through the entire universe to finally arrive to the mysterious Sanctuary of Stolen Goods! So easy that is.

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Question: How come Twirl doesn't send more radio-communication messages to Einar Moen?

Answer: Since the Alliance's task is to draw the attention away from Einar Moen, they're under heavy fire most of the time, and don't have the time for babbling. I would also like to add that the the fissure gates have a tendency of creating heavy interference around themselves - this is the main reason why don't the Courbée Dominate use radios or mobile phones, and thus, alerting the entire falanster.

Question: If these fissure gates "create heavy interference" around, how could Einar Moen still transmit radio messages to the Alliance team, and vice versa?

Answer: The fissure gates are quite numerous, but this doesn't automatically mean they're everywhere. Suppose there is an imaginary line between Einar Moen's transmitter and Twirl's receiver. If there is not fissure gate anywhere near this line, the message comes through without problems. I bet Twirl sent more messages to Einar Moen when he stumbled upon fissure gates with his team, but he was not aware that there are fissure gates around, which have blocked the radio signals.

Question: How can Einar Moen open doors if he holds his gun with both hands?

Answer: Who said Einar Moen doesn't possess magic powers??? ;D

Question: If a level has multiple exits, and none of them is a secret exit, which one should I take?

Answer: Your choice.

Question: How come I can spend 99 hours at a level, and Vibeke is still alive?

Answer: The fissure gates distort time as well as reality, y'know...

Question: Is there a difference between "normal" secret and super secret area?

Answer: Technically no.

Question: Why aren't any curved/diagonal walls in the game?

Answer: I was kicked out of secondary school, and rectangle was the only geometrical shape I could remember. ;) Engine restrictions, I'm afraid.

Question: How come enemies are immune to mugwort and sludge?

Answer: They ignore all wild grown plants, wormwood as well, not just mugwort. As for the poisonous sludge, both your enemies and the sludge are evil, thus they are friends.

Question: Why don't Tasoths and Superdrones kill each other?

Answer: It's part of their protective spell. Enemies using the same weaponry are invulnerable for their own projectiles.

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Question: Why won't enemies open up secret doors?

Answer: If you spy carefully, you will notice some "pre-opened" secret doors during the levels, which were obviously opened by Courbée Dominate members (or perhaps Alliance members). Otherwise, they don't open any secret doors because they don't need to. And of course, not all Courbée Dominate members know about every secret on every level...

Question: Why can't I interrogate enemies?

Answer: They know very well that you or they will die during a firefight, why would they divulge any information to you?

Question: Why won't the enemies use the weapons (Sabrine MK3, SmartGun etc.) against me instead of their pathetic pistols?

Answer: Perhaps they don't know how to handle them, or they're too busy fighting you off, and don't want to grab those weapons. Or perhaps because they only contain very tiny amount of ammo.

Question: The help document states that the Stealth rifle uses 14mm ammunition, so its firepower should be stronger than the SmartGun's. How come I can't kill Tasoths and boss enemies with it then?

Answer: Simple. Sure the Steatlh rifle may alltogether be stronger than the SmartGun, but you can only carry 36 bullets maximum (if you have a backpack), and the Stealth rifle is not a rapid fire weapon either. Thus, while sole shots are technically stronger than the SmartGun's, 36 bullets are mighty few to final a boss enemy, although you can kill Tasoths far more easily.

Question: Why are the Priestess' hands gray?

Answer: Gloves.

Question: How can there be tripmines under the floor at indoor levels?

Answer: It's really not that hard to poke a hole in the floor, hide a tripmine, and bury it with the rubble, except maybe if the floor would be made of steel or diamond. But otherwise, it's plausible, especially if the floor is made of wood or has carpet covering.

Question: Why can't I pick up the killed boss enemies' weapons?

Answer: During the fight, they may be damaged, and became unusable. Or perhaps because you're already stuffed with weapons, and those are too heavy to carry. Or perhaps because you detest to use something which was used against you.

Question: How come that enemies will never run out of ammunition?

Answer: Ever heard of the purse, which never ran out of gold coins? They might have some black magic-effected sidebag or backbag which never runs out of bullets. Unfortunately, the spell breaks when the enemy dies.

Question: Why can't I pick up ammunition from dead boss enemies?

Answer: By the time you kill them, they run out of ammo.

Question: Why don't the Courbée Dominate just put a curse on Einar Moen to kill him instantly instead of sacrificing hundreds of initiates?

Answer: I'm no expert in magicks, but from what I heard, you can't just walk around cursing people everywhere. Curses have a nasty habit to reverse back on the curser, and even if they don't, there are serious side effects of putting a maleficium on someone. On top of that, every curse requires preparation, spiritual connection and a strict ritual. While smaller magicks can be applied any time, stronger ones, such as curses require a specific date and time. Maybe these conditions didn't meet for them to put a curse on Einar Moen. Also don't forget that he has the Holy Bible, and he is picking up quite a few crucifixes on his journey.

Question: After Einar Moen finds the falanster, why doesn't he just alert the police?

Answer:
- Because he is disappointed and disgusted by the incompetency he came across with.
- Secondly, there were several outlaws among the Alliance operatives, so technically, if Einar phones up the cops, he would betray his friends with this.
- Telephones bound to fail near fissure gates.
- Einar knew that even if the police could rescue Vibeke, this case would turn into a global uproar, perhaps a new world war. With the secret of the fissure gates solved, the unworthy may enter the goths' reality, expose and colonize it. Einar agreed with the Alliance that no outsiders should be involved.

Question: Why do the enemies walk into the spear traps when they clearly see it's there?

Answer: They have too much confidence in their protective spell I assume. As for Drones and Unstoppables, they don't know the meaning

of the word "fear". Of course, many of the initiates are smart enough not to fall into their own traps...

Question: How can the enemies pick up the holy water vials? Wouldn't it kill them?

Answer: Holy water would only kill vampires and fiends, human beings are uneffected, it's just water to them. Drones ignore food and water. As for Superdrones and Ultradrones, it'd take a LOT more than just a few drops of holy water to finish them off!

Question: If I can break down stone coloumns, why can't I break windows?

Answer: Suppose you could break the windows. And how would you squeeze yourself through the grate? It would've been pointless, so we ditched the idea of breakable windows.

Question: How can enemies pass through locked doors without a key?

Answer: They know the magic word.

Question: Why didn't the Courbée Dominate tried to flee instead of fighting?

Answer: The existence of the fissure gates knocked out all telephones, so if something happened at the complex, someone has to tell it personally to the higher-class members, which means, communication is mighty slow between the falanster's estates. After Einar Moen and the Alliance operatives arrived and started to infiltrate the complex, most of them didn't had the time to warn the others, and the Empress clearly

underestimated the approaching threat. By the time they realize this is no joke, it was too late to turn back.

Question: How big the falanster is in real?

Answer: The falanster is divided into seven districts, each one bears a name of a capital sin (in Latin). It's like seven fortresses in one - quite big.

Question: Is Tristania3D connected to, or influenced by the Twilight series?

Answer: Absolutely not. Tristania3D is completely unrelated to Twilight or any other movies.

Question: Why aren't boss enemies and Tasoths effected by the difficulty level?

Answer: "Small" enemies can be allocated into 3 level groups. Level 1 enemies appear at all difficulties, level 3 enemies appear only at the third skill level, and level 4 enemies only appear at the fourth. Boss enemies doesn't have a "level" property, because there aren't that many bosses which would worth creating a leveling allocation for them (primarily because there are compulsory bossfights, which should't be skipped by playing on the lowest difficulty), therefore every boss enemy will appear at the lowest difficulty level also. As for the Tasoth...well, the Tasoth has the characteristics of a static object (like a table or a torch), and objects are uneffected by difficulty level settings.

Question: Why didn't you create more sounds for Black Apostles, Priestesses and object pickups?

Answer: At first, each enemy had multiple death screams (except Drones) and each object had digital sounds, but when we actually tested the game to see how it works, Tristania3D crashed with the world-famous "Abnormal program termination" message, showing that the game successfully ran out of memory. We didn't have any other choice than deleting the extra sounds. All that hard work...

Question: Why do the characters have errors in their speech?

Answer: The Annihilation Taskforce's members speak some sort of ghetto-slang amongst them, so these errors - including grammatical ones - were done deliberately. For any other spelling and grammatical mistakes or typos, I apologize, English is not my native language, so I might make some mistakes...but rarely.

Question: You suck, this game sucks, other games are many times better etc...

Answer: Well, if you don't like Tristania3D, nobody forces you to play it. After all, we all live in a free country, no? It's really hard to write constructive criticism, many of you don't seem to have any talents for that, except the four-letter biological organic waste (sh*t)...so I accept negative critics as well as positive ones, as long as you are able to keep it in a mannerful way.

Question: How can snow fall if the sky is totally clear and starry?

Answer: During night, snow clouds are also dark, thus, you can't see them. This is why there are so few stars visible on the sky. And the moon...nothing in the world could make me to leave out the moon!

Question: How come Einar Moen does not lose his receiver or the Bible when he loses all his weapons?

Answer: The Bible was small enough to fit in his flak jacket, just like the radio receiver. And the flak jacket has zipped pockets, so things can't just fall out of them so easily.

Question: If the Drones are unholy creatures, why can't be the Bible used against them?

Answer: By the time Einar Moen would read the correct psalm on them, he would become sieve. It is quicker, and easier to shoot them.

Question: If the Black Apostles and the priestesses wear these special robes which "halve every damage they take", why do they die instantly when shot with sniper rifle or bazooka?

Answer: These weapons are extremely high caliber guns with destructive firepower, which means, HALF of the firepower is enough to kill them. Also note that these enchanted robes are not some kind of deflector shields - they don't deflect damage, they absorb it, at least they try, so the human still takes damage under them. Otherwise, it'd be impossible to kill anyone wearing these robes.

Quesion: Why do Drones sit on toilets if they are just ashes, and thus, never take a shit?

Answer: Apart from the fact that this is a nice, elaborate trap, Drones doesn't seem to like bright lights, that is one of the reasons why they rarely appear in wide, luxury areas. Therefore, they retreat to a dimly lit place, where they can await until the time of need. Since they can't talk,

they might see no reason hanging out with their superiors, or fellow Drones - they're just puppets, why would they mingle?

[7] Appendix

Contacts

You may get in contact with me through my e-mail address or on my homepage (registration required – use temporary E-mail service, if you REALLY want to register). You can ask questions, post feedbacks, comments, or suggestions regarding Tristania3D.

E-mail: lambdasecorder@gmail.com

Home page address: http://lambdateam.blog.hu

Note that all viruses, spywares, spam will return to the sender.

Special Thanks

I would like to say a few kind words for those people, who have helped me a lot with Tristania3D in smaller-bigger degrees, and saved me a lot of trouble, a lot of headache, and encouraged me to start, and finish creating this game.

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☼	To Chris, from DieHard Wolfers forums, helping me with the signon screen, and the ingame text editing – this help was extremely valuable at the final stage of development, after MCS messed up the whole engine, with the help I got, I could finish the project with MUCH less bugs and quirks.

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Disclaimer

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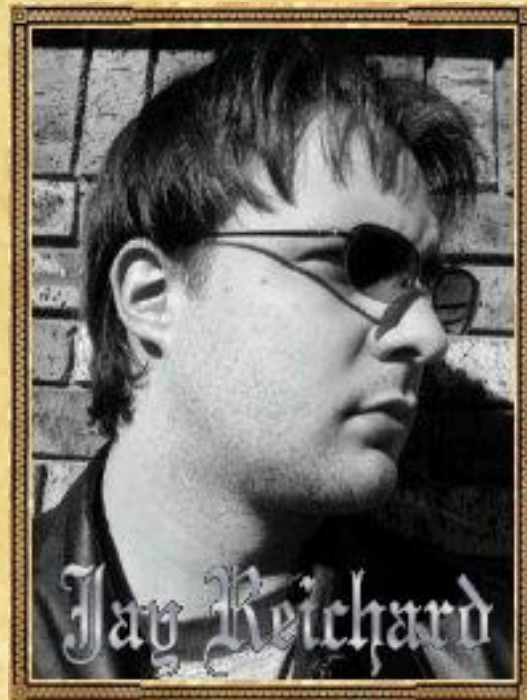
Lambda Team can't help you if you have missing, damaged or altered game files! We shall take no responsibility of system

crashes or game malfunctions because of game hackings! If your downloaded game is damaged or non-functional, try downloading the game from somewhere else!

Jay Reichard

Reactor

Closure

So you have reached the end of the official Tristania3D manual. I tried to write things down in an understandable and simple way, so everyone can understand how this game works, and can play it without any flaws, and hold-ups. You have all the knowledge about the game you need to know as a fresh beginner.

Now go, and rescue Vibeke!!!