PERIHELION

Game guide

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Character creation

↓ Race / Class →	Mediator	Psionic	Anchorite	Knight	Mercenary	Assassin
Human	*	*	*	*	*	*
Bionecron		*		*	*	*
Cybern					*	*
Khymera Feline	*	*	*		*	*
Khymera Insectoid					*	
Khymera Reptillian	*	*			*	*
Symbion		*			*	*

Mediator, Psionic and Anchorite are psi-capable classes.

Stat	Explanation	Raises by
Stamina	Exhausted characters drop to the ground (and can be finished off by enemies)	Automatically every single combat round
Vitality	Equals Hit Points.	Getting wounded in battle
Constitution	Damage reduction, try to have this high for bionecrons and cyberns.	? Probably doesn't raise at all
Strength	Melee damage and carry capacity. Beware of the bug (see tips below)	Melee attack or defense
Dexterity	Melee attack and defense.	Melee attack
Speed	Speed of action and movement.	Moving during combat
Intelligence	Determines mental attack power.	Mental attack
Concentration	Determines mental energy.	Mental attack or defense
6th sense	Mental defense.	Being mentally attacked
Perception	Ranged attack and defense.	Ranged attack or defense
Morale	Extremely low morale makes you lose control of the character.	Dispatching enemies

General tips

Don't go crazy about downloading every file from every network, as your credits and especially drive space is limited. I doubt it is possible to accidentally lose because of money, as you have 30 000 starting credits (5k on every character) and there is also a credit card with 3000 credits in Soultomb Mines.

Check inventory screen after dialogues and battles, you can easily leave a key lying on the ground.

There is finite amount of ammunition in the game, so do most of your killing through melee and especially psi nukes. To my knowledge there are four direct damage spells in the game. Have as many of them as possible on all casters, and have multiple area of effect types available. No need to use AoE on single monster, or a Field spell on 2 adjacent enemies. Smaller spells are faster an cheaper, and you also don't want to hit your own guys.

Beware of too high strength. Somewhere above 350 it can glitch out and turn the character's effective carry capacity to 0. Before a certain point in Soultomb mines this means inevitable death for such an unlucky character.

There is no spell to restore Vitality and healing supplies are rather limited. On the other hand you can almost freely rest between battles.

Passing time is measured by squares travelled, so if you are supposed to hurry, just focus on taking the shortest path. This is not a twitchy dungeon crawler. Take your time to read everything the game says.

Do walk into dead ends, because items and special objects are not directly represented in the game world and are given only description text, so you might miss important things if you don't explore every nook and cranny.

Spells

#	Spell	Depends on	Resistance	Type	Affected values	Sp	Co	Bl	Ri	St	Fi	Tu
02	Napalm Eruption	18, 31, 32	Str	High temp.	- damage	Perc			*	*		*	*
03	Glowing plasma	3, 8, 13, 31	Perc	High temp.	- damage	Vit, Perc	*	*	*		*	*	*
06	Whirring Moraine	4, 10, 25, 40	Str	Low temp.	- damage	Vit, Spd			*			*	*
22	Hormonal Spray	17, 19	Vit	Organic	- damage	Stamina	*				*		
04	Black frost	24, 32	Stamina	Low temp.	- debuff	Stamina	*	*					*
07	Altered Gravity	9, 28	Int	Pressure	- debuff	Str				*		*	*
09	Fulminating Damp	1, 2, 4, 40	Str	Pressure	- debuff	Perc, Str, Dex		*	*		*		*
11	Electric Shock	14, 20, 33	Stamina	Electricity	- debuff	Dex, Spd			*		*		*
12	Brush Discharge	11, 21, 25, 40	Perc	Electricity	- debuff	Morale, Stamina, Dex				*		*	
13	Infra Resonance	31, 40	Perc	Sound	- debuff	Concentration	*				*		*
15	Sonic Boom	8, 19, 36, 38	Str	Sound	- debuff	Int, Perc, Morale		*	*				*
16	Shaded Spectrum	10, 22	Int	Light	- debuff	Perc	*					*	*
17	Diffused Glare	15, 19, 26	Concentration	Light	- debuff	Perc, 6th Sense	*	*					
19	Radiant Powder	7, 14	6th Sense	Radiation	- debuff	Speed				*		*	
21	Uranium Warp	3, 4, 24 39	Vit	Radiation	- debuff	6th, Stamina, Conc.				*	*		*
10	Static Charge	26, 30	6th sense	Electricity	+ buff	Int	*			*			
01	Solar Corona	17, 18	Morale	High temp.	+ buff	Morale	*	*	*	*			*
05	Chilly Vapour	26, 30, 36	Vit	Low temp.	+ buff	Perc, Dex	*			*	*	*	
08	Force Deflection	23, 29, 35	Stamina	Pressure	+ buff	Perc, Spd	*	*	*	*			
14	Midturbulency	10, 26, 34	6th Sense	Sound	+ buff	Perc. Concentration				*		*	
18	Liquid Light	10, 16, 22, 28	Int	Light	+ buff	6th. Str, Spd				*	*		*
20	Beta Spreadpoint	15, 37, 38	Perc	Radiation	+ buff	Stamina, Perc	*	*					

Method	Range	Area
Sphere	2	1x1
Cone	8	1x1
Blast	12	1x1
Ring	0	3x3
Storm	14	3x3
Field	16	5x5
Tunnel	40	hits everything directly in its path

Equipment

High speed factor means the item slows down the wielder a lot. Total ammo is the available amount in the whole game.

All the items have much, much more stats to explore - I'm listing only the most notable ones here. Use the in-game command *analyse* for more stats than you have ever dreamed of.

Firearms

		Weapon			Total ammo	Location(s)
		Rex Carbine	Weigth: 6,10 Speed: 150 Ammo: 20	Avg.wound: 28 Range: 16	40 per knight 40 per merc.	- starting gear -
		Scorpion Machinegun	Weigth: 3,05 Speed: 140 Ammo: 15	Avg.wound: 30 Range: 16	60	Watchtower Colony (2x + 1x15 ammo) 1x15 ammo in Fort of Night
		Beast 4 Assault Gun	Weigth: 17,30 Speed: 190 Ammo: 5	Avg.wound: 45 Range: 16 Area: 3	15	Watchtower Colony final reward
		Viper 17 Crossbow	Weigth: 4,75 Speed: 130 Ammo: 10	Avg.wound: 18 Range: 10	20 per assassin 20 per anchorite 20	- starting gear - Tower of Neon (+1x10 ammo)
		Rex Regular Shotgun	Weigth: 2,90 Speed: 115 Ammo: 20	Avg.wound: 25 Range: 14	40 per psionic 40 per mediator	- starting gear -
		Axe Grenade Launcher	Weigth: 19,00 Speed: 210 Ammo: 2	Avg.wound: 50 Range: 14 Area: 4	12	Soultomb Mines 3x2 ammo - Watchtower Colony 2x2 ammo - Soultomb Mines
		Twin-barrel rifle	Weigth: 3,45 Speed: 100 Ammo: 2	Avg.wound: 40 Range: 12	10	Fort of Night (+4x2 ammo)
		Gemini plasma-laser	Weigth: 9,20 Speed: 175 Ammo: 5	Avg.wound: 55 Range: 20 Area: 2	10	Fort of Night (+1x5 ammo)

Melee weapons

	Military Bayonet	Speed: 60 Avg.wound: 14	- starting gear - Watchtower Colony
	TigerClaws	Speed: 105 Avg.wound: 18	- starting gear -
	Nunchaka	Speed: 30 Avg.wound: 18	- starting gear - Watchtower Colony
	Large battleaxe	Speed: 150 Avg.wound: 35	Soultomb Mines
	Backstabber knife	Speed: 70 Avg.wound: 14	Soultomb Mines
	Balanced broadsword	Speed: 180 Avg.wound: 38	Fort of Night

Short range weapons (1 1/2 tile)

	Nailed scourge	Speed: 70 Avg.wound: 22	Soultomb Mines
	Katana-blade	Speed: 110 Avg.wound: 25	Soultomb Mines

Thrown weapons

	Poisonous daggers	Speed: 60 Avg.wound: 16 Range: 6	Fort of Night (3x)
	Psi-guided boomerang	Speed: 85 Avg.wound: 34 Range: 10	Fort of Night Tower of Neon *-requires INT 70*
	Throwing stars	Speed: 60 Avg.wound: 14 Range: 8	Watchtower Colony (2x) Soultomb Mines
	Axe Splinter Grenade	Speed: 90 Avg.wound: 65 Range: 12 Area:6	Six grenades across the game

Headgear

	Desert hood	Weigth: 0,15 Speed: 60	Physical def: Physical prot: +5		- starting gear - -worn together with other headgear
	Heavy mining helmet	Weigth: 2,50 Speed: 65	Physical def: +5 Physical prot: +10	Extreme Sound -25	Soultomb Mines
	Steel combat helmet	Weigth: 2,10 Speed: 70	Physical def: +5 Physical prot: +15	Extreme Sound +20	- starting gear -
	Elite combat helmet	Weigth: 2,30 Speed: 80	Physical def: +5 Physical prot: +15	Extreme Sound +20 Extreme Light +35	- starting gear - Watchtower Colony
	Ceremonial helmet	Weigth: 4,33 Speed: 90	Physical def: Physical prot: +10 *Minor physical penalties*	Extreme Sound +20 Extreme Light +20 *Minor mental bonuses*	Soultomb Mines
	Dust filter mask	Weigth: 1,75 Speed: 160	Physical prot: +5	Organic: +10 Unorganic: +10 Radiation: +15	Soultomb Mines (6x) -worn together with other headgear - quest item -

Torso armor

	Uniform tunic	Weigth: 0,80 Speed: 120	Physical prot: +5		- starting gear - -worn with other armor
	Combined light armor	Weigth: 4,40 Speed: 125	Physical prot: +10		- starting gear -
	Military armor	Weigth: 6,20 Speed: 130	Physical prot: +15	Stab: +14	- starting gear -
	Elite-troop armor	Weigth: 8,20 Speed: 140	Physical prot: +20	Stab: +15 Pressure: +15	- starting gear -
	Heavy ribbed armor	Weigth: 11,50 Speed: 160	Physical def: +5 Physical prot: +30	Stab: +20, Cut: +25 Hit: +15, Shot: +15 Radiation +15, Pressure: +20	Watchtower Colony
	Titanium scale armor	Weigth: 9,80 Speed: 175	Physical def: +5 Physical prot: +40	Cut: +15, Shot +16 Radiation: +25, Pressure: +30 Electricity: +40, Astral +12	Fort of Night
	Forcefield Generator	Weigth: 4,10 Speed: : 130	Physical def: +10 Physical prot: +35	Cut: +25, Hit: +25 Pressure: +25 Pathogens +40	Soultomb Mines -worn with other armor

Legwear

	Uniform trousers	Weigth: 0,85 Speed: 120 Physical prot: +5	- starting gear - -worn together with boots
	Light leather boots	Weigth: 1,10 Speed: 105 Physical prot: +2	- starting gear -
	Stealth boots	Weigth: 1,12 Speed: 110 Physical prot: +5	- starting gear -
	Heavy military boots	Weigth: 2,65 Speed: 120 Physical prot: +10	- starting gear - Watchtower Colony

Hands, neck (torso slot)

	Stabilizer glove	Minor physical action bonuses	- starting gear -
	Stimulator bracers	Minor physical and mental action bonuses	Tower of Neon (2x)
	Amulet of Domination	Considerable physical and mental bonuses	Soultomb Mines *-physical classes and psionic only*
	Talisman of Dreams	Mental bonuses	Tower of Neon

Walkthrough

Key to maps:

```
▐▌  Door
▐▌  Door (unaccessible)
⊠   Battle (exact place may vary)
▣   Network
⊞   Item(s)
▼   Lift
▥   Ladder
⬓   Entrance
◪◪  Teleport (origin, destination)
▣   Floor switch
⊠   Fake wall
⊚   Radiation
```
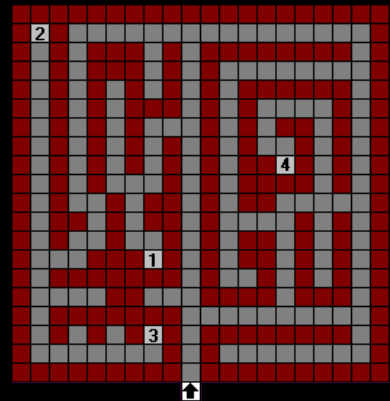
Network stations listed as:

 • NETCODE: file 1, file 2, file 3...

Network files color coding:

normal file

important file

unauthorized access

City of MidLight

[1] Ask about NetCode, and you can also login to network terminal. There are two logins available here.

 • GLOBAL: citymap, disaster report, emergency call, EVAC.details, regroup order, territorial orders

 • INDIGO: DNA analysis, genetic report, mediator.msg, psionic.msg, methods.doc

[2] Ask about the NetCode, login to network and read the file *report1*.

 • PSYCHO: council results, priority reports, report1, report2

[3] Use the Imperial Medailon to gain a new code

[4] On your way here you encounter the first and probably the hardest battle of the game. After the battle pick up a key and open the door at 4 with it. Log in with the new netcode. Download the file *permission*.

 • ASYLUM: emperor, permission

You can now leave Midlight for the southeast.

Watchtower Colony

[1] You get a new netcode from the guard

[2] Log in and upload the file permission, this will unlock the main entrance.

 • TUNNEL: colony map, damage report, food storage.txt, HoloGate.doc, security report

[3] You get a security card as well as some more information from Algeth

[4] A guard will give you a device to detect traps (just avoid the X marked ladder).

Loot everything and kill the group rogue guards beyond ladder 2. They hold another security card that unlocks the nearby locked door.
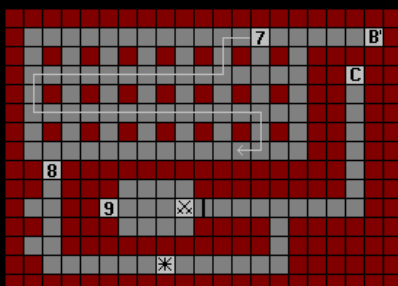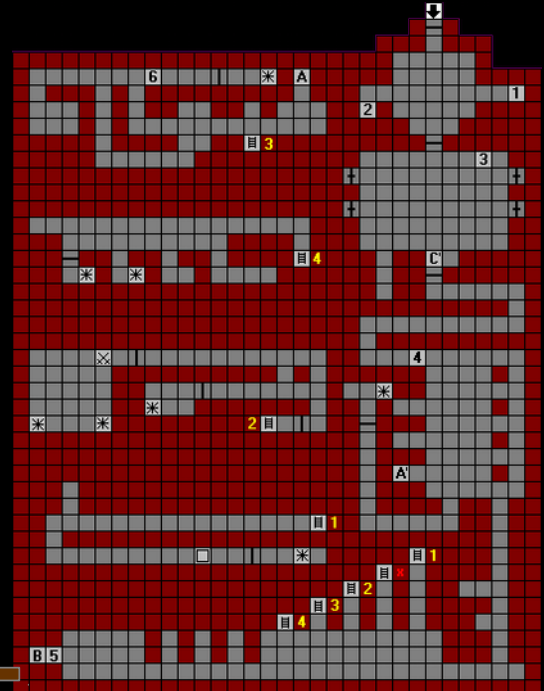
At the locked door beyond ladder 1 just walk across the weird corridor section (marked on map) using the mouse.

[5] Use the three parts you collect in the area in the order they are displayed in HoloGate.doc, bottom part first. Then enter the gate.

[6] Use *Interruptor plug* here to get one of the gate parts

[7] Follow the path marked on map (or die horribly).

[8] The horror! Go ahead and fight your way to the terminal at [9].

[9] WatchTower Core Computer

MIRROR: emigrant list, project report, section.visuals

[C] Defeat some more hideous monsters and enter the teleport. Soon you will encounter the leader of the local beasts. Obliterate. For all that fighting Alget will thank you and give you a big gun as reward.

 Your business in the colony is done. Head to the west now.

Soultomb Mines

Nothing to do in the entrance area besides getting attacked.

[1] Get a tape from Corall

[2] Use the tape and return to [1]

[3] Kill the beasts, talk to Mirrach. He gives you a card and after leaving him PearlBlood gives you a crystal.

[4] Use the crystal from PearlBlood.

[5] Following the words „I AM WHAT I AM" recharge the battery

[6] Use *Composite key plug*, then the battery to get a hi-tech key.

[7] Open the first accessible door with the key card and use *composite key* inside. Then open both remaining side doors and step on plates behind. You can open the south door now.

[8] Use *Mineral driller* and insert *Demolition pack*. Quickly leave the room and close the fire door behind you.

Now equip everyone with masks you should have found. There are only five, so you will have to swap them while traversing the deadly area to survive until you find sixth one inside the area.

[9] After defeating a pack of beasts you find the small boy here. Quickly return to [3] with him.

At the exit you get attacked. And that's all to do in the mines, after PearlBlood takes you to the exit, head east.
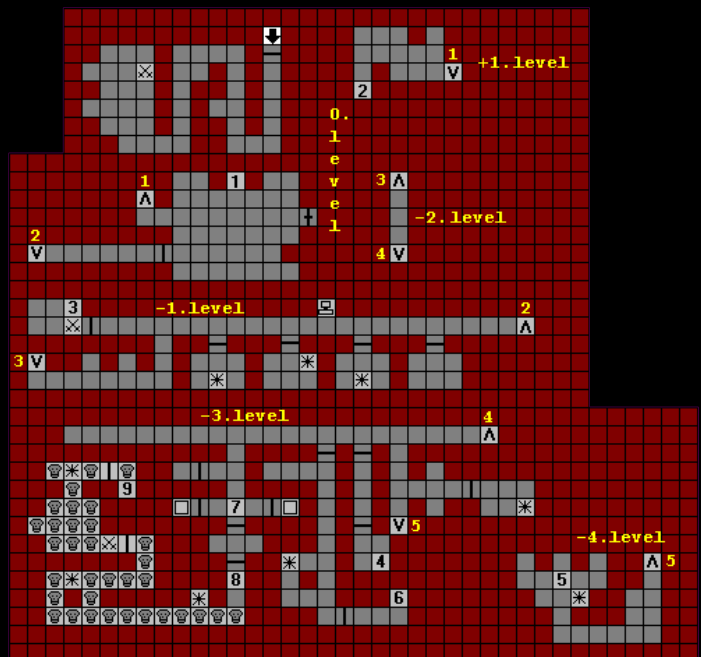
Fort of Night

Wander around and kill and rob everything in your path, just don't go to [4] yet. You should get a key and an audiocode-card while plundering the place. Don't forget to visit the network terminal nearby the entrance.

• MURDER: Guardian.msg, LSD.projects, Security update

[1] Unlock the door, use *audiocode-card* and enter the code from the security update (01071973). Head towards [4] and use the *audiocode-card* on the left door. Battle, and another key.
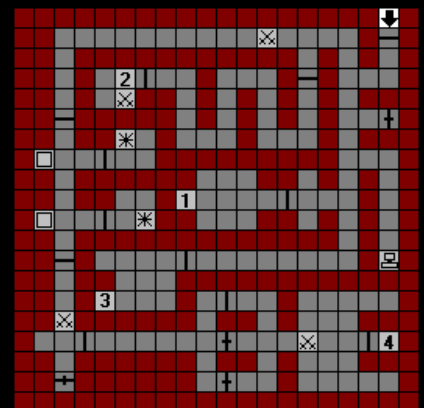
[2] Meet the cruel and wicked lord Daleth here. Kill him and pick up the laboratory key.

[3] The laboratory. Pick up the *DNA sampler* and use it on Daleth's remains. A little surprise awaits on your way back from his chamber.

[4] Use *DNA sampler* at the door and get the *Guardian*.

Nothing else of interest here, so you can move on to the northeast.

Tower of Lord Neon

[1] Just wander around and you will be taken to your assigned room.

[2] Keep trying to leave the room and finally do so after a battle.

You can visit the local network now.

• SPIRIT: BDNA.data, BIONEC.report, Entity Project, PalmLock.doc

[3] Archon Darley wants you to bring him his palmprint

through **[A]** to **[4]** After defeating the weird lady pick up the key and Darley's palmprint (you don't need the other ones). Go back to [3]
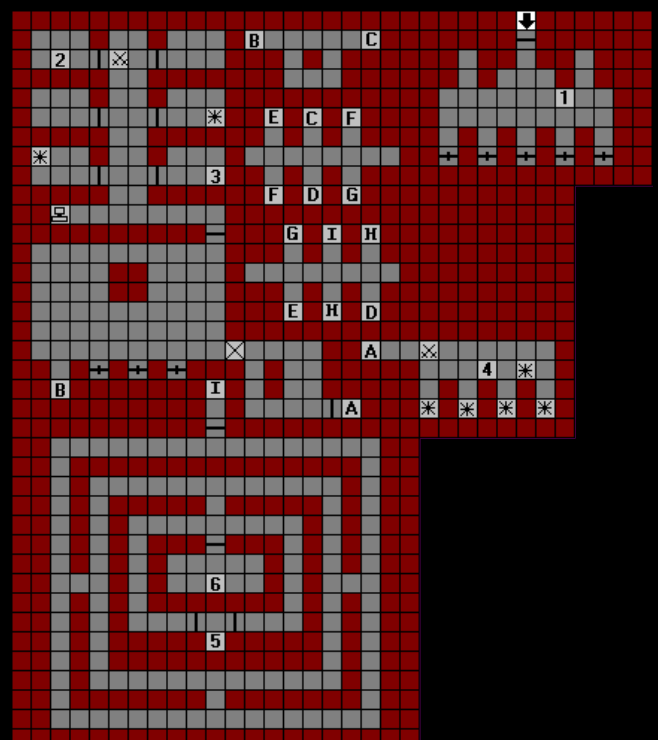
[B] Enter the madness. Well, it's actually not that mad and all you need to do is keep walking forward.

[5] Use the activated palmprint

[6] Destroy another beast and talk to another surviving archon.

Then leave and head to the west.

Mount Torch

Well, that one's very straightforward. Just the final battle, actually.

And that's it, enjoy the happy ending. :)

Microdrive II by John Harris, a major visual inspiration for Perihelion