

THE NOMAD SOUL



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INTERACTIVE

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PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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INTRODUCTION

I have many things to tell you, and very little time. My... my name is Kay'l, I come from a parallel universe to yours. My world needs your help, you're the only one who can save us. I succeeded in opening a breach between my world and yours. Through your computer, you can enter our world and help us. But in order to do this, you must transfer your soul into my body.

Do you accept? Press any key to say yes, but hurry... there isn't much time.

I knew I could count on you. Now you must concentrate.

You've done it. Now your soul occupies my body. This is the last time that we'll be able to speak together. Once you've crossed the breach, you'll be on your own. I will take over my body when you leave the game, and hold your place for you until you return.

Now I must explain to you how to control my body. These are the main controls that allow you to act in my universe.

That's it. You're ready. But remember, once you've crossed the breach, you're on your own.

There's no saving and going back if you get into trouble. You are entering a real world. If you make mistakes, you'll just have to accept the consequences.

Now listen carefully. To begin your investigation, go first to my apartment. There's no more time to talk, you must cross the breach before it closes. Oh and one more thing... be careful with my body, it's the only one I've got.



TECHNICAL

SYSTEM REQUIREMENTS

MINIMUM:

- Pentium 233MHz processor or equivalent
- Windows® 95/98
- 32 Mb RAM
- 4 Mb SVGA Video Card (100% DirectX™ 6.1 compatible)
- 100% DirectX™ 6.1 compatible Soundcard
- 4x CD-ROM Drive
- 350MB Hard Disc Space
- DirectX® 6.1 or higher (included on CD)

RECOMMENDED:

- Pentium® II 266MHz (or better)
- 8x CD-ROM Drive or faster
- 4 Mb 3D Card (100% DirectX™ 6.1 compatible)

INSTALLATION

- Insert The Nomad Soul CD 1 into your CD-ROM drive. If Autorun is enabled, The Nomad Soul will take you to the Installation Screen.
- Simply click on the Install button and follow all on-screen directions. You will be asked to insert CDs 2 and 3.
- Once The Nomad Soul is installed it will appear in the Program group on the Start Menu.

LOADING

- Select Start/Programs/Eidos Interactive/Quantic Dream/The Nomad Soul and then highlight 'The Nomad Soul'.
- The game will now load.

THE MAIN MENU

MENU CONTROLS

To navigate through all menus in The Nomad Soul use the following keys:

To Select	Arrow (Cursor) Keys Use Left/Right/Up/Down to navigate through various menu options. The relevant selections will be highlighted.
To Action / Use	Enter Key Pressing the Enter Key will select any highlighted option.
To Cancel Action/Return to Previous Menu	Spacebar Pressing the spacebar will always return you to the previous menu or cancel an action.

The first screen you will see is the Main Menu screen. This gives you the following Options:



NEW GAME

Start a new game of The Nomad Soul. You will have to enter a Game Name, (using the keyboard) then you will be shown the introduction.

LOAD GAME

Select Load Game to open the Load Game Menu. This will reveal a list of previously saved games

- Simply highlight the name of the saved game you want to load and press Enter to select. Then highlight the Load option. Press Enter again to Load and The Nomad Soul will load to the saved point.

In this menu screen you can also Delete a Saved Game or Cancel the Menu (to return to the previous screen).

OPTIONS

This features a range of options to set up the game to suit the specification of your particular machine. You might need to adjust some of these Options if you find that the game is running slow.

VIDEO OPTION

Video Options gives you a chance to configure the game graphics to the specification of your machine. Select with the option with the arrow keys and confirm by pressing the Action key.

RESOLUTION

Select a screen resolution (640x480; 800x600; etc)

CLIPPING DISTANCE

Select a Clipping Distance from Very Near to Very Far

DISPLAY SKY YES/NO

Select whether to display sky graphics or not

DISPLAY SHADOWS YES/NO

Select to display shadow effects

DETAIL LEVEL

Select a level of detail from Low to High.

STREET ACTIVITY

Select a level of 'street activity' from None/Low/Medium/High/Very High

SELECT 3D ACCELERATION

Choose a 3D acceleration mode from Display (your 3D card), Software Rendering (in software) or Direct X Software Renderer

AUDIO OPTIONS

Audio options give you control over all of the audio elements of The Nomad Soul

DIALOGUE VOLUME

Use the arrow keys to adjust the slider for character speech volume

AMBIENT VOLUME

Use the arrow keys to adjust the slider for background sound volume



SOUND FX

Use the arrow keys to adjust the slider for all sound effects volume

3D SOUND

Select to enable 3D sound (if applicable to your system)

GAME OPTIONS

Game Options allow you to set in-game options and difficulty levels

FIGHT DIFFICULTY

Select a level of difficulty for the fight sections of the game from Easy, Medium or Hard

SHOOT DIFFICULTY

Select a level of difficulty for the shooting sections of the game from Easy, Medium or Hard

FIGHT CAMERA

Select your preference of camera view for the fight sequences, from Side or Back View.



CONTROLS

SET KEYBOARD & MOUSE CONTROLS

All control settings in The Nomad Soul are fully customisable. By selecting this option you will be able to redefine all controls used in the following action sections:

ADVENTURE CONTROLS

Moving around the 3D world

FIGHT CONTROLS

Unarmed fighting controls

SHOOT CONTROLS

Armed fighting controls

SWIM CONTROLS

Swimming controls

To redefine a key:

- Highlight the function you want to change
- Press Enter and it will begin to flash
- Press the new selected key on the keyboard/mouse and it will appear on-screen

MOUSE SETTINGS

Adjusts the settings for your Mouse and will give you the following options:

MOUSE SENSITIVITY (HORIZONTAL)

and

MOUSE SENSITIVITY (VERTICAL)

If you find your Mouse too responsive or less responsive on either plane, adjust here using the arrow keys.

INVERT MOUSE

This will invert the vertical control of the Mouse.

SET JOYPAD CONTROLS

Same as 'Set Keyboard and Mouse controls' but:

To redefine a button:

- Highlight the button you want to change
- Press Action and it will begin to flash
- Press the new selected button on the joypad etc and it will appear on screen

QUIT

Select this option to Quit the game. You will be asked to confirm your choice.

GETTING STARTED

You've installed and loaded the game, set up your options, watched the introduction and now you're eager to get on with the game – what else do you need to know? The Nomad Soul is a game where you will discover many things so, in this manual, you will be told nothing about the story or how to succeed in the game, it will only give you essential information that you will need to enjoy the game fully.

THE BASICS

THE 3D WORLD OF OMIKRON

You control a character who is exploring a vast 3D world. Neither you, nor the character, know anything about this world but everything is there to be discovered. There are messages to be read, objects to be picked up, other characters to talk to, and items to be bought. There is no end to the things you can do in this game but it's up to you to structure your actions in such a way as to help you through the adventure. Don't worry that you might get lost in this vast world – there are several devices that will easily bring you back on track.



ACTION SEQUENCES

The Nomad Soul is not just an adventure game. It also features unarmed fighting (in side-on or behind view), with all the excitement of discovering secret moves, punches, kicks etc; armed combat (in first person view), featuring a variety of deadly enemies, weapons, ammo, manoeuvres etc; and swimming sequences – sometimes it will be necessary for your character to get into the water and swim to other parts of the world. All these action sequences have their own fully customisable key controls.

THE CONTROL KEYS

The Adventure part of the game can be controlled using the Adventure/Movement Keys listed below. All keys are shown here but when you are playing the game you would be wise to have The Nomad Soul Key Guide close at hand.

ADVENTURE/MOUMENT CONTROL KEYS

Move Forward	Up Arrow
Move Backwards	Down Arrow
Turn Left	Left Arrow
Turn Right	Right Arrow
Strafe / Half Turn	Control
Action/Use	Enter
Jump/Cancel	Spacebar
First Person View	Left Mouse Button or Key 'L' (Held down)
Run	Shift
Open 'SNEAK'	TAB

Note that the Spacebar will make the character jump when moving around the 3D world but it will also cancel an action. For example, if a character is holding an object (picked up using the Action key) and you want to return it, simply press the Spacebar.

CONVERSATIONS

You will not make any progress in the game without talking to other characters. They will give you valuable information (good or bad) that you may be able to use later.

- To talk to another character, approach him/her and press Action. If he/she has anything to say, the screen will change (widescreen style and text will appear below it).



If a character is talking at length and you want to read the subtitles that have yet to appear, you will see two red arrows next to the text. Use your up/down arrow keys to view next/previous subtitles.

You will at some point have to respond. If a response is needed then a list of choices may be shown. Read these carefully (for what you say may be crucial), highlight your choice and press Action. The character will then act on your response.

If you've already talked to the character and wish to move quickly through conversation sections of the game then you can press the Action to progress.

ANIMATION SCREENS

Throughout The Nomad Soul you will be shown animated sequences of vital information – these animations could be a preview of an action section showing you the area you will have to battle in etc. In all cases the screen will switch to 'widescreen mode' to let you know that all you have to do is watch the next section

PICKING UP OBJECTS/ITEMS

You will find many objects or items in The Nomad Soul. Some of these objects may be useful to you (some will be crucial to your investigations) but others will not. It is up to you to decide. If you see an object that you want to pick up, move the character close to it and press Action, the character will pick it up in his hand and a message will inform you what it is.

If you want to take the object press Action again and it will be placed into your SNEAK Inventory (see below). If you do not want the object, press Cancel. This will make the character return it to its original location. Once you have the object in your possession, you can choose to Use it or Examine it by accessing the SNEAK options.



INVENTORY MANAGEMENT

You cannot hold everything you find in your hands. You have the use of a 'SNEAK' that, among its many uses, will help you manage your inventory of all the objects you have collected.

THE SNEAK



WHAT IS IT?

Grafted on to Kay's forearm is the latest Khonsu-designed SNEAK – the MK400 computer terminal. It can perform a large number of useful tasks and give you vital information about the world you are exploring (and your own character!).

You will probably use it most often for inventory management.

Thanks to the latest molecular disassembly technology, the MK400 enables you to carry up to 18 different objects with you on your adventure. The SNEAK can be used in conjunction with the Multiplan Virtual Locker that allows you to store objects and retrieve them easily and efficiently and can be accessed from many points in the game world (see later). Using and controlling the SNEAK is an essential part of the game. It is accessible at all times in the adventure section of the game.

Special Note: SNEAKS have technical limitations. If you ever switch SNEAKS, certain types of objects (like weapons and Medikits) will not be transferred to your new SNEAK.

ACCESSING THE SNEAK

- Press the TAB Key to open the SNEAK menu.

The SNEAK will always open on the Inventory option (probably the most used option) but the following is a breakdown of everything it does:

Characteristics

Call the slider

Inventory

Memory

Options



Quit

Seteks

Magic Rings

Map

SNEAK MODES

There are six SNEAK Modes accessible:

- Your Character
- Calling the Slider
- Inventory (includes Saving, Currency and Map)
- Memory
- Options
- Quit

YOUR CHARACTER

This is an ID on which character you are in the game (it can change) and on the varying abilities of that character.

- Using the arrow keys highlight the top left (blue) icon. The icon will flash when highlighted and a rotating image of your character will appear in the visual display.
- Press the right arrow key and you will highlight the Identity box. This will display all character details such as Name, Age, Sex, Blood Type etc.
- Press the right arrow key again and you will highlight the Characteristics box. This will display a range of values for the character:



ENERGY

A general value for the amount of energy the character has. A low value before a fight or combat, or any form of physical exertion, is not advised. Energy can be topped up using Medikits, Food or special Potions.

MANA

The ability of the character to cast spells.

FIGHT EXPERIENCE

A general description of the fighting experience of the character. This can be improved by practice.

ATTACK

The unarmed fighting 'bonus' of the character. The higher this value is, the more damage your character will inflict on opponents. This can only be improved by practice.

DODGE

The combat agility of the character. This can be improved by practice.

BODY RESISTANCE

The ability of the character to resist or defend himself against an attack.

SPEED

The speed of the character in armed combat situations. This can be improved by practice.

Remember that different characters will have different abilities. Study these carefully and use them wisely.

THE SLIDER TRANSPORTER

The next icon on your SNEAK is the control for calling the Slider.

You can walk to many destinations in the game world but to get somewhere fast you will use a 'Slider'. Sliders are individual transportation vehicles on Omikron that will, when summoned, pick you up when you are outside and take you to a pre-designated address.



CALLING THE SLIDER

- Highlight the second icon (green) down from the left using the arrow keys. This will flash and change the SNEAK Mode to Calling the Slider.



- Press the right arrow key to highlight the 'Calling the Slider' options.
- Use the up/down arrow keys to select a location you want to be taken to (e.g. Kay's Apartment) and press Action.

If you are not in a suitable location to be picked up by the Slider you will be given a message to that effect. If you are by a roadside, your screen view will change to a chase view of the Slider and you will follow it as it makes its way towards you. When it arrives, get close to the door (located near its middle) and press Action. The Slider door will open and you will get in. Be careful standing in the road – you might get run over by the traffic! The Slider will drive you to your destination and deposit you as near as possible to the building entrance.

INVENTORY

The next mode on the SNEAK is the Inventory. This is one of the main uses of the SNEAK. Control of inventory is crucial to success in the game.

Throughout the game there will be objects that can be picked up. To pick up an item, stand near the object and press Action. Your character will pick it up and a short description will appear on the screen. If you want to keep the object (you think it might be useful later in the game) press Action again and it will be transferred to the SNEAK and will then appear in this Inventory section. If you want to drop it press Cancel.

ACCESSING THE INVENTORY

- Highlight the third icon down (brown) on the left using the arrow keys. The icon will flash and change the display on the SNEAK to a list of Inventory items.

Magic Rings

Seteks



Map

List

- Press the right arrow key once and this will highlight one of possibly three objects in your possession. These items are always with you and can be added to throughout the game

SETEKS

The Setek is the Omikron currency and you won't survive long without money. If you find Seteks during the adventure they will be added here. When you spend money the total will be deducted from that shown here.

MAGIC RINGS

The rings held in the Inventory have two uses – most importantly a Ring enables you to Save a game at special saving points (see below Saving the Game). Rings can be found in various locations but there are a limited number in the game. A Ring can also be used as a means to Buy Advice (see below).

MAP

The map is accessible when your character is out on the city streets. Select with the arrow keys and press Enter. You will see a map of the district.

INVENTORY LIST

- Press the right arrow again and you will highlight an object on the Inventory list. The SNEAK holds these objects in molecularly disassembled form.
- Select an object from your inventory and then press Action. The panel at the top of the screen will be highlighted showing USE – USE ON – EXAMINE.

By using the arrow key left/right you can highlight these options for that object:

Use	Use it immediately (such as a key for an apartment). Press Action in the 3D world and it will be used.
Use On	Use it with something else. Select an object, press Action, select USE ON with the arrow keys, select another object and press Action again. If the combination is impossible you will be told.
Examine	Look at the object (you will usually see the object in rotating form or read any message or text on the object).

If the Inventory list is longer than the visible screen press the down arrow to scroll down. Remember that the Cancel button will always return you to the previous menu.

The SNEAK will only carry a limited number of objects (18) and must therefore be used in conjunction with the Multiplan Virtual Locker (see below). Always check your inventory. It will be the default selection when you press TAB to open the SNEAK. If you do not have the right item in your possession in certain stages of the game, you will not succeed in your quest!

MEMORY

The next section of the SNEAK is the Memory function.

Throughout the game you will have many conversations with characters or read items in newspapers, see news broadcasts etc that are key to your success in the game. You cannot be expected to remember all this information, or make copious hand-written notes, so that is why the SNEAK has a Memory function.

When vital information is discovered by your character the message Data Memorized will appear on the screen. This indicates that the information (or at least the key parts of it) are stored in your SNEAK memory mode.

- Highlight the fourth icon (yellow) down from the left using the arrow keys. The icon will flash and change the central display on the SNEAK to a list of Memorised items or the names of the source of the information.
- Press the right arrow and (if there is one) you will highlight a memory source (such as a name). At the same time a box will appear on the central display revealing a vital piece of information that has been 'memorised'. If there are many memory items scroll through them using the up/down arrow keys.



Arrow keys will take you back out of the Memory section. The spacebar will take you back to the 3D world.

OPTIONS

The next SNEAK mode is the Game Options function. If you want to adjust Game Options, now that you are in-game, you can do so from here. The options shown are the same as the Main Menu screen options (see above).

- Highlight the fifth icon down (the red one) from the left using the arrow keys icon. This icon will flash and change the display on the SNEAK to the list of Game Options.



- Use the right arrow key to enter the options section and the up/down arrow keys to select from:
- Video Options
- Audio Options
- Game Options (includes Difficulty Settings)
- Controls Options (includes Redefine the keys)

For a full explanation of these Options see the Main Menu screen section (above).

- Press the left arrow key to return to the SNEAK menu or the Cancel button to return to the 3D world.

QUIT

The Quit option gets you out of the game.

If you want to leave the game at any point select this option.

- Press the down arrow to highlight the (white) Quit icon on the lower right side of the screen. This will flash.
- Press Action and confirm your choice (Yes/No)

You have now explored the SNEAK. As you can see it has a multitude of uses and will be very useful to you in your adventure.

GETTING BACK TO THE GAME

- Press TAB or the spacebar to return to the 3D world.

THE MULTIPLAN VIRTUAL LOCKER

The SNEAK will only hold a limited number of objects but the game requires that you have access to a wide range of items. On Omikron these objects can be stored in a virtual locker. Working in conjunction with the Khonsu MK400 SNEAK, the Multiplan Virtual Locker is accessible on many locations in Omikron (Kay'l's Apartment, Office, other characters' offices etc.) Essentially it is the means by which you can transfer objects to a safe place without having to carry everything around with you.

ACCESSING THE MULTIPLAN



- Locate a terminal then stand your character in front of it and press Action.

This will open the Multiplan Virtual Locker menu.



In the centre of the screen are the items you are carrying in your SNEAK inventory. You can scroll up / down this list using the up/down arrow keys.

TRANSFERRING ITEMS TO THE MULTIPLAN

The top option is the transfer TO the Multiplan from the SNEAK inventory.

- Highlight the top right icon. An arrow will flash pointing into the blue box and the message panel at the top of the screen will read 'Transfer to Multiplan'.
- To transfer items from the SNEAK to the Multiplan press Action (the arrow will stay lit).
- Now you can select one of the objects with the up/down arrow keys.
- When you have highlighted an item, press Action. That item will disappear from the SNEAK list. It has been transferred to the Virtual Locker.

TRANSFERRING ITEMS FROM THE MULTIPLAN

In the same way you can transfer items FROM the Virtual Locker back to your Inventory.

- Highlight the second icon down on the right. A flashing red arrow pointing out from a red box will show 'Transfer from Multiplan'.

Now the central display will show you what is currently in the Virtual Locker.

- Select an item, using the arrow keys, and press Action. It will be moved out of the Multiplan and returned to your SNEAK.

EXAMINING OBJECTS

You can also examine all objects held in the Virtual Locker and in the SNEAK

- Highlight the third icon down using the up/down arrow keys and press Action.
- Select an item, using the up/down arrow keys, and press Action.

You will see that object on the screen.



DELETING OBJECTS

You can delete any object from the Multiplan list.

- Highlight the fourth icon down using the arrow key and press Action.
- Select an item using the up/down arrow keys and press Action, that item will be deleted permanently. Think twice before you do this!

SAVING YOUR GAME

It's very important to save the game as often as you can, because you'll never know what's going to happen to your character just around the next corner. To save a game you need to find any of the permanent Save/Advice Points and use Magic Rings.

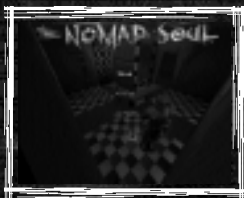
IN-GAME SAVE/ADVICE POINTS

Throughout the game there are pre-set Save/Advice Points indicated by three rotating rings.

- To save your game, simply approach the rings and press the Action key.



This will open the Save/Advice Option screen. This allows you to save the current game and to 'buy' advice about key aspects of the game.



SAVING THE GAME

- The top option shows 'New Save'. Highlight the Save option and press Action. The game will be saved and you will be returned to the 3D world. The name will be dependant on which character you are playing, the date and time of the save.

GETTING ADVICE



- The second option allows you to Buy Advice. A list of characters you have met and talked to is shown with details of the key information you should be acting on. Highlight the character you want advice about and you will see a cost in Magic Rings (and a summary of how many Rings you are carrying). If you have sufficient Rings, select Buy or Cancel.

MAGIC RINGS

As mentioned above, you may have found a number of special magic rings in the adventure that are now in your SNEAK (in a special section along with your Omikron currency and Map). These magic rings can be collected like other objects but will appear in your SNEAK Inventory as a rotating object.

Note that Magic Rings can have other uses and that there are a limited number available in the game.

GETTING AROUND OMIKRON

This section gives you a brief overview of the ways you can move your character around Omikron.

WALKING

Obviously you're going to do a lot of walking in this adventure. Use the arrow keys for Forward/Backward/Left/Right + Control Left/Right for side-step left/right. If you want to run whilst moving forward, hold down the Run.

USING ELEVATORS

This is a vast world where most apartments, offices and buildings have to be accessed via elevators. To change levels in most buildings or to get access to most apartments, simply enter the elevator and press Enter. Offices such as the Security Centre will offer you a number of levels that can be accessed.



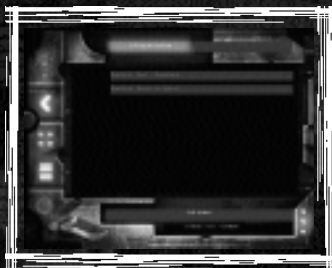
- Use the arrow keys to select a level and press Action to activate the elevator.

USING THE SLIDERS

One of the first things you will have to do in the adventure is get to Kay's apartment and to do this quickly you will have to use a Slider. Sliders are the personal transportation system on Omikron and are the means by which you will travel around the vast world.

CALLING THE SLIDER

- Highlight the second icon down (green) from the left using the arrow keys. This will flash and change the SNEAK Mode to Calling the Slider.



- Press the right arrow key to highlight the 'Calling the Slider' options.
- Use the up/down arrow keys to select a location you want to be taken to (eg Kay's Apartment) and press Action.

If you are not in a suitable location to be picked up by the Slider you will be given a message to that effect.

If you are by a roadside, your screen view will change to a chase view of a Slider responding to your call and you will follow it as it makes its way towards your character.

- When it arrives, get your character close to it (somewhere near the middle) and press Action.

The Slider door will open and you will get in. Be careful standing in or crossing the road – you might get hit by the traffic!

The Slider will drive you to the correct address and deposit you as near as possible to the building entrance.

LOOKING AROUND

FIRST PERSON PERSPECTIVE

The Nomad Soul will select a view of the adventure for you in 'cinematic style' (long shots, close-ups, high angle, tracking shots etc.) This adds to the 'cinematic' quality of the adventure. However, at certain points you may want to know just what it is you are about to walk into and the default view taken by the game is not helpful. In such a case:

- Either, press (and hold down) the left mouse button,
- Or, press (and hold down) key 'L' to get a first person perspective view through the eyes of your character.



- Then you can look all around you by moving the mouse freely.

This view will only work when the character is standing still.

INVESTIGATING

You're advised to investigate everything you find – this may take time but you do not want to miss out on any item or information that could be crucial to your success in the adventure. If there is a cupboard and it's open (or you find a key) why not open it and see what's inside?

- Stand your character in front of the cupboard etc and press Action. The character's hand will touch the cupboard and open it – if it's locked or it's not worth bothering about, he will tell you.

Inside the cupboard there may be nothing or there may be several useful objects.

- Stand close to the objects and press Action to pick one up.

A description will appear on the screen.

- If you want to take it press Action again.
- If you want to drop it press the Cancel button.

Some cupboards have several objects, to pick up all items repeat the above process.

SURVIVING

Your character is on a world he knows nothing about. Chances of survival are low unless you get to grips with the basics such as eating and drinking, keeping up energy levels and acquiring money.

CHECKING YOUR ENERGY

It's important that you check the energy level of your character. If it is too low that character cannot perform to the maximum and will probably lose any fights or be adversely affected by any physical exertion. To add energy the character can eat food, drink or use any Medikits or correct potions picked up during the adventure for an instant boost.

MEDIKITS

Medikits can be found in many locations. Pick them up and put them into your SNEAK as normal and they will be shown on the Inventory list.

To top up your energy level (if you are anticipating a fight):

- Open your SNEAK (press Tab)
- Select the Medikit (large or small) using the arrow keys and press Action.
- Select the USE option and press Action – you will find that your character has had an energy boost.

EATING AND DRINKING

There are many places in Omikron that provide food and drink to sustain your character – they could be anything from bars, vending machines or restaurants.

AT THE BAR

If you want a drink in a bar, stand close to a bartender and press Action. You will be asked what you want.

- Select your choice and press Action.

VENDING MACHINES

There is a selection of standard food/drink vending machines on Omikron.

- Stand in front of the machine and press Action. You will see a menu screen allowing you to choose from Buy, Examine or Quit.



- Highlight the Buy icon with the arrow keys and press Action
- Select the item from the list with the arrow keys and press Action to put it into your SNEAK inventory (say, a can of beer).

AT THE RESTAURANT

Restaurants are similar to vending machines.

To drink or eat the item:

- Select the item on the SNEAK and press Action.
- Select the 'Use' option at the top of the screen and press Action (your character will have consumed the item).

MONEY

Remember that everything has a price (in Seteks) and you cannot buy anything without money. When you buy something the total will be deducted from your Setek total shown in your SNEAK. Your character will find some Seteks in various locations but there are opportunities to get more money throughout the game (look out for ads or flyers announcing these opportunities). Money will help you buy better weapons (which are readily available but sometimes very expensive) or even advice.

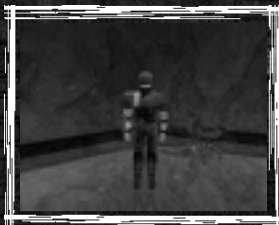
FIGHTING AND COMBAT

You cannot succeed in The Nomad Soul without learning how to fight unarmed and with weapons. There are several opportunities to develop your skills in both these types of combat in the early stages of the game. You're advised to take these opportunities when you can - they will build up your experience and sharpen up all your fighting skills. Practice and experience of actual combat and various potions can improve the character statistics shown in the SNEAK.

THE FIGHTING CONTROLS

Move Forward	Right Arrow
Move Backward	Left Arrow
Strafe Left	Delete
Strafe Right	End
Jump	Up Arrow
Crouch	Down Arrow
Punch 1	Q
Punch 2	W
Kick 1	A
Kick 2	S

Note: There are many other 'special moves' involving various combinations of keys there to be discovered.



HEALTH BARS

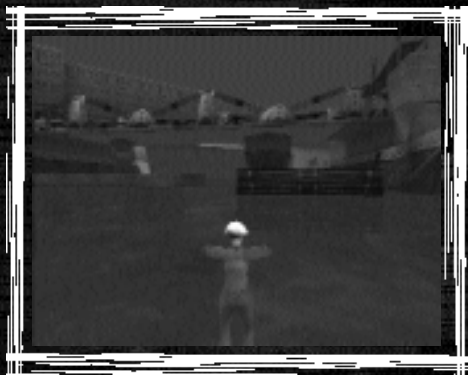
Your Health bar will appear on the left of your screen to show your health in any combat.

THE SHOOTING CONTROLS

Forward	Up Arrow
Backward	Down Arrow
Strafe Left	Left Arrow
Strafe Right	Right Arrow
Fire	Shift / Left Mouse Button
Action / Use	Enter
Jump	Spacebar / Right Mouse Button
Crouch	Right CTRL
Change Weapon	Alt
Turn Left	Number Pad 4
Turn Right	Number Pad 6
Look Up	Number Pad 8
Look Down	Number Pad 2

SWIMMING

Your character will have to swim at various points in the adventure. You can make him swim on the water (crawl or breaststroke), dive and swim underwater. Be aware that, unless you have made special provisions, he will use up oxygen and will need to come to the surface to rest and take in more air.



THE SWIMMING CONTROLS

Forward	Up Arrow
Back	Down Arrow
Turn Left	Left Arrow
Turn Right	Right Arrow
Action / Use	Enter
Dive	Right CTRL
Crawl Stroke	Right Shift

MANA AND SPELLCASTING

At some point in your adventure you will need to cast spells. Mana (the value in the Characteristics Mode of the SNEAK) is the energy that empowers you to cast spells. You can increase your Mana level by gathering potions throughout the adventure on Omikron and using them as appropriate.

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OMIKRON: THE NOMAD SOUL

"THURSDAY'S CHILD"

Written by: David Bowie and Reeves Gabrels
Publisher: North America Nipple Music (BMI) administered by RZO Music, Inc., My Half Music (ASCAP)
administered by Bug Music, Inc.
Rest Of World Nipple Music/RZO Music Ltd., My Half Music/Bug Music, Ltd.

"SOMETHING IN THE AIR"

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"SEVEN"

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"WE ALL GO THROUGH"

Written by: David Bowie and Reeves Gabrels

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Rest Of World Nipple Music/RZO Music Ltd., My Half Music/Bug Music, Ltd.

"THE PRETTY THINGS ARE GOING TO HELL"

Written by: David Bowie and Reeves Gabrels

Publisher: North America Nipple Music (BMI) administered by RZO Music, Inc., Exploded View Music (ASCAP) administered by Bug Music, Inc.

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"OMIKRON (NEW ANGELS OF PROMISE)"

Written by: David Bowie and Reeves Gabrels

Publisher: North America Nipple Music (BMI) administered by RZO Music, Inc., My Half Music (ASCAP) administered by Bug Music, Inc.

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"THE DREAMERS"

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Publisher:

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INSTRUMENTAL SONGS

1. Akas Bar *	20. Fight Scene Three *
2. Awaken 2 **	21. Fight Scene Four *
3. Bar Concert *	22. Fight Scene Five *
4. Epilogue *	23. Shooting Scene A *
5. Gandhar *	24. Shooting Scene B *
6. Gandhar Ambient *	25. Shooting Scene C *
7. Jangir **	26. Shooting Scene D *
8. Jaunpur Casbah Ambient *	27. Shooting Scene E *
9. Jaunpur Casbah *	28. Pretty Things Are Going To Hell (Easy Listening Version) **
10. Loge Akas Bar Ambient *	
11. Nomad Soul *	29. We All Go Through (Easy Listening Version) **
12. Palace Ambient *	
13. Peep Show *	30. The Dreamers (Easy Listening Version) **
14. Qualisar **	31. Thursday's Child (Easy Listening Version) **
15. Save Your Soul *	
16. Shooting Gallery *	32. Market Place *
17. Thrust **	
18. Fight Scene One *	33. Asteroth *
19. Fight Scene Two *	34. Room of The Throne *

* Written and performed by Reeves Gabrels

Publisher: North America: My Half Music (ASCAP) administered by Bug Music, Inc.
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** Written by and Performed by David Bowie and Reeves Gabrels.

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Rest Of World: Nipple Music/RZO Music Ltd., My Half Music/Bug Music, Ltd.