

SoftKey

A THRILLING ROLE PLAYING ADVENTURE

THE

# KOSHAN

*Conspiracy*



# The Koshan Conspiracy

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### IMPORTANT NOTE:

In order to receive technical support and notification of product upgrading and enhancements, please complete and return the accompanying registration card.

# The Koshan Conspiracy

## Installation

### System Requirements

- IBM PC 386 minimum (486 recommended)
- 4 MB RAM (580 KB base memory)
- 2.5 MB available hard disc space.
- VESA ® VBE-compatible SVGA (640\*480, 250 color, 512 KB video memory) and color monitor
- Soundblaster® or Pro Audio Spectrum (or 100% compatible sound card)
- DOS 5.0 or higher
- MPC compatible CD\_ROM drive (at least 150 KB/sec sustained transfer)
- Microsoft® mouse or 100% compatible mouse

### Loading The Program

- ① Turn on your PC and CD-ROM Drive.
- ② Load the Koshan Conspiracy Disk into your CD-ROM Drive.
- ③ Change to the CD-ROM drive and at the prompt, type **INSTALL.EXE**, press **Enter** and then follow the onscreen commands.
- ④ Once loaded, access the game as follows:  
Chnge to the drive on which the program was loaded and at the prompt, type **CD <space> KCD** and press **Enter** to get a Koshan CD prompt; then type **KCD** and press **Enter** to begin.

- ⑤ The menu screen gives you three choices:
  - To begin your adventure, click the left mouse button on **Game**.
  - To create an agent, click the left mouse button on **Creation**.
  - To access the Instruction Manual, click the left mouse button on **Manual**.

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**NOTE:** Move the pointer up and down by clicking the right mouse button

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## STOP! STOP!

**Do not read beyond this section unless you need the solution to this game.**

## Part I

### Mission One — Meet Sylvia

Meet with Sylvia Hadford in the Menoir de Mantoue, a hotel in the *Roma* Sector. You must take a key in order to visit her on the second floor. When you meet with her, she will give you the agenda. After filling you in on the mission, she will give you a weapon, access card, credit card with 10,000 credits on it, an electronic guiding system, and a video phone. After leaving Sylvia, your mission really begins.

Before heading for Minerva Tower, it is a good idea to program the B.O.B. The most helpful program is one that will translate Shedishan. It is also useful to program the B.O.B. to display the hour and to analyze yourself (force, hunger, thirst...) as well as the force of the people you meet.

Spend sometime in *Roma* in order to build up your inventory. Talk to the people to find out about the different sectors you will be visiting. Buy or steal items from the people or vendors. It helps if you get a morpho and hypercep implant from B.O.B. Money plays a key part in this game. You need it for food, transportation and to buy things, if you can't (or don't want to) steal them.

### Mission II — Appointment with Massiglia

You will need the voice retrieval system, a blank tape, a C.A.I. access card (you got this from Sylvia) and an A.T.A. RX card (get this from the travel agency from *Roma*). Take the Via express to Terminus TB. Take a Mosquito cab to the Minerva Tower. Find out how many shares have been bought, who owns them and how many they own. Leave the Minerva Tower and go to the Carmenta Tower. Ask for an appointment with Massiglia. Before your meeting, take your blank voice retrieval tape and put it

into the voice retrieval system. While you visit with Massiglia you will need to record his voice. To use the voice retrieval system in your inventory. A picture of the system will come up, then click on **REC**. During you visit try to buy some shares off of him. You will not have enough money, so leave and go back to the Astroport and get further instructions from Sylvia. But make sure you have recorded his voice (CHAT).

### **Mission III — Robbing The Bank**

You will need the voice retrieval system with the recording of Massaglia 's voice, the Axial Sucker (get in Industrial Sector) and a bottle of ditroxyl ( get at Pharmacy). Go to TA 1, North Sector. Visit the Peristyle Bar. Go to the small room in the back and meet with three men (one sitting, two standing). Buy memory tablet from the guy. Go to the Optician and order your lense. Make sure you have the tablet in your inventory. Wait for your lenses, when they are ready, go into your inventory, click on the lenses, then select the eye (not left or right hand or body) and put the lenses in. Go to TB 1 and take a mosquito taxi to the Carmenta Tower. Get the Katatruck and fly to Massaglia bank. Using Ditroxyl dissolve the wall. Once in, play Massaglia's voice which you recorded earlier. A security system will then scan your eye (but you are safe if you are wearing the contact lens. After getting through security, use the ditroxyl to dissolve the door of the vault on the far right. Get the deeds and fly back to TBI to return Katatruck.

### **Mission IV — Break into Zist Honor's House**

You will need the rope (get in Industrial Sector) and the *Roma* newspaper (get from citizens). Go to TA. Read the newspaper (click on the magnifying glass). You read that Zist Honor is dead so break into his house. Once in his house, move the statue, a panel opens. Go inside, get the deeds and the book. Read the book, it tells you where the mining satellite is and where you will find some more deeds.

### **Mission V — Getting Deeds from Murderers**

You will need weapons, protection and plenty of ammunition. Go to Terminal TC. You will soon see a very straight and narrow street. You will find two warehouses with green walls. Go through the doors and up to the second floor. You will find the manager of the company ...dead!! Go back out to the street and be prepared for a fight with the murderers. If you win, be sure to get 25 deeds which they have dropped. Pick them up and put them in your inventory. Head back to terminal TB.

### **Mission VI — Get Real Praetor's ID**

Take a Mosquito taxi to Janus Tower. You will need the Praetor's clothes (get at clothing store in Roma) and false Praetor ID (get in Joké Shop in *Roma*). Check the clothes hanging up by clicking on the inventory window and selecting the magnifying glass. The name of the Judge owning the clothes will appear. Steal the card of either Kibutus or Baresu. Replace with false ID. Go to the Astroport.

### **Mission VII — Search/Obtain more Deeds**

Fly off into space and search the satellite. The book you stole from Zist Honor gave you a map of the solar system and the location of the mining satellite. The satellite will be brown. Once you land in the satellite, you will need to show your real Praetor's card (Kibutus or Bares). At the Space Dock, take the Sershoyer and search for Banafoshe's buried treasure which contains 100 title deeds. You will find it in the upper right quadrant of the map. Use S to toggle between the map and the vehicle view. When you end up in the correct section, you will find 100 title deeds. Take them and return to the Space Dock. Fly back to the Planet.

## Mission VIII — Your Arrest

Upon your arrival at the Astroport you will be arrested. You have been wrongfully accused of murdering Sylvia. The Police will take all of your possessions, but don't worry if you ever get out of jail you will get most of them back.

## PART II — Gladitorial Arena

The second part of the game begins. In this part of the game you must battle against other criminals in the gladitorial arena. If you manage to beat at least three or four adversaries, you will be freed. When you are not fighting, you will eat sleep and drink. Make sure you do these things to keep up your strength. To make the time go by faster, keep selecting Advance an Hour or sleep. At some time, you may have to defend another prisoner during a meal. After this, trade him some food for a pain stick. You will need it later when you confront the King. The battles are not too difficult, strike when you can and keep moving to avoid being hit. If you win, you are that much closer to being free. If you lose, you are thrown back into your cell and must continue to fight. You can never get out unless you win at least 3 or 4 battles.

### Killing the King

After winning your last battle and gaining the support of the people, the King refuses to grant you a pardon. Outraged, you plunge the pain stick into the King, killing him instantly. Much to the surprise of everyone, it is discovered that the King is a machine ! At this point you are hit over the head and lose consciousness as the citizen uprising begins.

## The Plot Thickens

When you awake, you find yourself in a luxurious bedroom. Suddenly a man appears by your bed. He is head of the Shedishan religious order Butis also handling the political side of things. He tells you, you have been unconscious for several days and that they have been worried. You have been proclaimed a hero since you exposed the conspiracy plot. The Koshan replaced the real King with a machine so that no one could stand in the way of the Koshan. The people thought that the King had been acting rather irrationally lately, but never expected he had been replaced by a machine! According to Shedishan law, you are suppose to be the next King, or if you prefer, you can appoint someone else. He gives you back your items and then leaves. As you are going through your things, a hologram appears from B.A.T. Headquarters

## Part III - Staging Your Death

Although you are supposed to be the next King, another B.A.T. agent takes your place. The Koshan still has monopoly on echiatone. They must be stopped. You are instructed to abdicate your position to the throne. Write you declaration of abdication and send to Boodish, along with a note saying your life is in danger. A B.A.T. agent will put out a contract on your life. A killer will be hired and thinks he is being hired by the Koshan.

### Destroying the Koshan

Go to Mineva Tower. Use the ditroxyl to dissolve the wall. Put the contract on your life in the Koshan vault. During your abdication ceremony the hired killer will kill you, well at least it must look that way. Make sure you wear plenty of protection!!! After you have been killed, the Koshan is disbanded and they no longer pose a threat. You have completed you mission and await your next assignment. Congratulations!!!

## VIA-EXPRESSMAP

### Astroport Roma, Tourist Sector

Manoir de Mantoue	Forum Bar
Ganash Bar	WacDonald's Restaurant
Bod'Akam Mecca Food	Apollo Disco
Pharmacy	Clothing Store
Joke Shop	Travel Agency
Arcade	Grocery Store
Electronic Store	Fine Food Restaurant

### TA1 - North Sector

Drugstore	Optician
Gun Shop	Periclion Bar
Peristyle Bar	Market

### TA, TA2 - Ashan Sector

Sector's are connected	Shedish Bar
Zist Honor's House	

### TE1, TB1, TB, TF - Cite Sector

All sectors are connected	Carmenta Tower
Koshan Tower	Massaglia Bank
Janus Tower	Minerva Tower
Vertumnus Tower	Gustacio Restaurant
Argileton Hotel	

### TE2, TA3, TF1 - South Sector

All sectors are connected	Buy & sell many items here
Pizza Vendor	

### TC, TCI, TD - Industrial Sector

All sectors are connected	Swan Bar
Jehan Menasis' office	Welco Inc.Hardware Store
Hardware Store	

## Contacting Technical Support

If you have questions about the program, consult this manual and the program's on-line Help system. If you're still experiencing difficulty, gather the following information:

- The name of the program you have a question about.
- Amount of RAM in your system.
- A description of your problem, including any error messages.
- A list of the steps required to replicate the problem.

Technical Support may be contacted at:

(404) 428-0008 9:00 am to 8:00 pm Monday through Friday  
(Eastern Standard Time)

Send correspondence to:

SoftKey International Technical Support  
450 Franklin Road  
Suite 100  
Marietta, GA 30067

Send FAXES to :

ATTN: Technical Support  
(404) 427-1150

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A description of your problem, including any error messages.

A list of the steps required to reproduce the problem.

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