FOR THE APPLE IIGS

Theos

The God Game

Shape the land. Lead your people. Cast down the Titans.



128 WORLDS
9 DIVINE POWERS

INSTRUCTION MANUAL

WALTER TENGLER

Theos

The god game for the Apple IIgs.

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Theos is an independent game in the tradition of the god games of the late 1980s. All of its code, graphics, worlds and music are original. Apple, Apple IIgs, ProDOS and GS/OS are trademarks of Apple Inc.

Make a backup first. Before you play, copy the Theos disk and play from the copy. How far your conquest has come is kept on the disk you play from, so that disk must not be write-protected.

More on the web: portwally.com/Theos

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1 CHAPTER ONE
Welcome, Olympian!

A handful of followers on a patch of level ground. Across the sea, the Titans' people, and a god who wants this world as badly as you do.

In Theos you are a god of Olympus. You cannot build a single hut, and you cannot swing a sword. What you can do is move the earth itself: raise the land out of the sea, level the hills, and give your people room. They do the rest. Where the ground is flat they settle; where they have room they build bigger; and as they multiply, your power grows with them.

That power is **mana**, and with it come the gifts of a god: a Sacred Flame to gather your people round, earthquakes and volcanoes to break the enemy's towns, a thunderbolt for his champion, a flood for his lowlands. The Titans' god has every one of these gifts too, and he is not shy with them.



Arcadia, a few minutes in. Your people's homes and fields on the land you levelled for them.

A world is won when no Titan is left on it: not a home, not a walker. Then the next world waits, and there are 128 of them, from the green hills of Arcadia to the ash of Tartarus, each a little harder than the last.

What's in this manual

Chapters 2 and 3 get you playing: starting the game and winning your first world, step by step. Chapters 4 to 9 explain the screen, the land, your people, the orders you give them, your powers, and your enemy. Chapter 10 covers the worlds and the conquest, Chapter 11 has advice, and Chapter 12 is a quick reference to keep beside your computer. In a hurry? Read Chapter 3 and start, and press H in the game any time for help.

2 CHAPTER TWO Getting Started

What you need

- An **Apple IIgs** with a **2 MB memory card** (3 MB in all on a ROM 3 IIgs, 2.25 MB on a ROM 01).
- A **3.5-inch drive** (or a hard disk or disk emulator) that can start up an 800K ProDOS disk.
- A **mouse**.

Theos is made for the IIgs as it comes, at 2.8 MHz. With an accelerator card such as a ZipGS or a TransWarp GS the view scrolls more smoothly and crowds move more easily, but you don't need one.

No IIgs? Theos also runs in an emulator such as MAME (on the Mac it comes with Ample), set up as an Apple IIgs with 3 MB of memory or more.

On a IIgs with less memory, Theos tells you so when it starts; press a key to leave.

Starting the game

Put the Theos disk in the drive and turn on your Apple IIgs (or start it from the disk in your emulator). After a moment the title screen appears, with thunder over Olympus. Click the mouse or press any key.

From a hard disk: copy the files THEOS.SYSTEM, THEOS.CODE, THEOS.DATA and TITLE.SHR into a folder of their own, and the Icons folder with them if you'd like the Finder to show Theos's icon. Start THEOS.SYSTEM from the Finder under GS/OS (System 6), or from any ProDOS program launcher. When you quit, Theos takes you back there.



The title screen.

The main menu

Click a button, or press **Return** for the first one.

- **Conquest** takes you to the next world of your campaign. The line under the button says which one that is.
- **Custom world** lets you put together a world of your own (Chapter 10).
- **Settings**: how loud the music and the sound effects are, and how fast the view scrolls.
- **Help**: three pages of reminders.
- **Quit** leaves Theos.



The main menu.

The world's tablet

After **Conquest** a tablet tells you about the world ahead: its number and name, its landscape, how much level land your people start on, what kind of god the Titans have, and how many of the nine powers are yours there. The arrows (or ← and →) go back to worlds you have already reached, if you'd like to play one again.



A world of the conquest.

Click **Begin**, or press **Return**. The world takes a few seconds to make; then it is yours to shape.

LEAVING A WORLD

Press **Esc** in a game for the pause menu: **Resume**, **Settings**, **Help**, or **Leave world**, which takes you back to the main menu. A world you leave is not kept: next time it starts afresh.

3 CHAPTER THREE
Your First World

World 1 is Argos, in Arcadia. The Titans' god there is mild, has no powers yet, and leaves you alone until you attack. A good place to learn.



The start. Four of your people on their plain. They pitch their tents at once.

1. **Look around.** The view shows your four followers on a level plain. Move the pointer to an edge of the screen, or press the arrow keys, to scroll. The small map at the bottom left shows the whole world; click on it to jump anywhere. Your people are blue, the Titans' red.

2. **Watch them settle.** You don't have to tell them: each walker looks for flat, empty land and puts up a tent. A tent with flat land around it soon becomes a hut, then a farmhouse, and tills the fields round it.

3. **Give them room.** Go to the edge of the plain, where the ground starts to slope. Click on a corner of the land that is lower than the plain: it rises a step. Hold **Option** and click on a corner that is higher: it sinks. Make the ground beside your homes as level as the plain itself. Each click costs 3 mana; the gold bar under the icons is your mana, and your homes fill it.

4. **Let them multiply.** When a home is full, half of its people walk out and look for land of their own. The more flat land you have made, the nearer they find it. Keep levelling ahead of them. The scales at the bottom right show your people against the Titans'.

5. **Light the Sacred Flame.** When you have a dozen homes or more, click the second icon (the flame), then click on open ground near the edge of your land that faces the Titans. Now click the second of the four order icons on the right, or press G: **Gather**. Your walkers come to the flame. The first to reach it is your **Oracle**, and the others join its band.

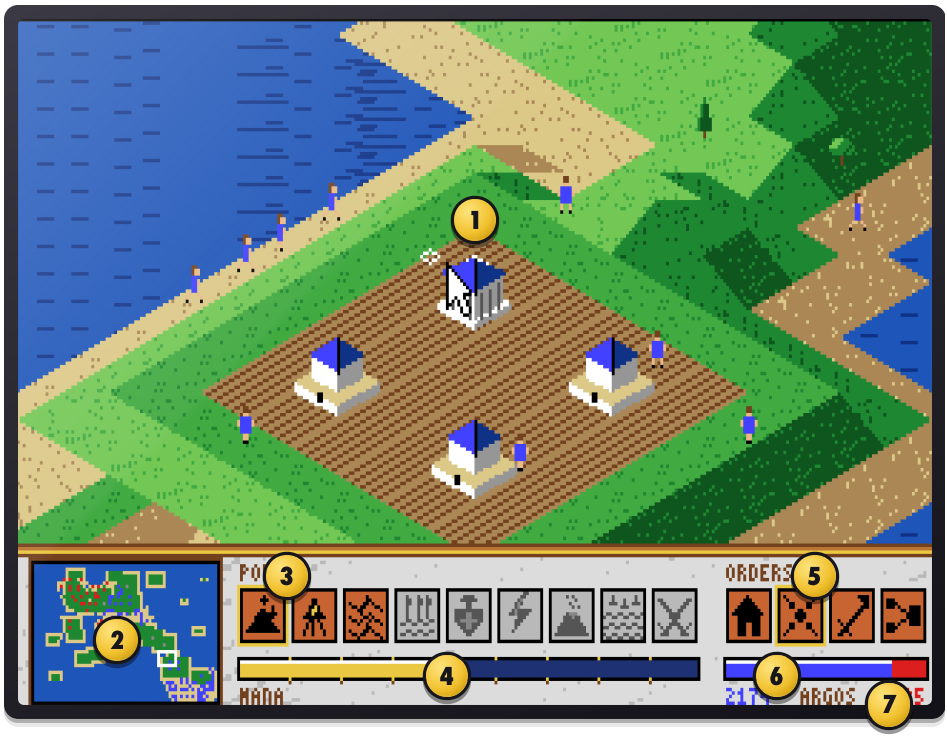
6. **March.** When a good band has gathered, press M: **March**. Your people seek out the Titans. Lone walkers fight the walkers they meet; the Oracle's band lays siege to the Titans' homes and takes them, one after another. A band needs at least 32 people to besiege a home.

7. **Finish it.** Press S (**Settle**) now and then so that your people fill the land you have won, then gather and march again. When the last Titan home has fallen and their last walker with it, the world is yours.

> **ORACLE'S COUNSEL**
> Level land in wide, even terraces, all at one height. A home surrounded by 24 flat, free squares becomes a citadel, and a citadel is worth a whole village of tents.

If a click does nothing, the border flashes red and you hear a low buzz: you have no mana, the place is too far from your people, or a power has nothing to act on there.

4 CHAPTER FOUR
The Screen



1. **The world.** Your part of it: about ten squares across. It scrolls when the pointer is at an edge.
2. **Overview.** The whole world: land, sea, your homes in blue, the Titans' in red. The frame is what the view shows; click to move it.
3. **Powers.** Nine icons. An icon is lit when you have the mana for it; the one in the gold frame is in your hand.
4. **Mana.** The gold bar. Under each power is a mark: when the bar reaches it, the power is yours to use.
5. **Orders.** Settle, Gather, March, Join. The gold frame shows what your people are doing.
6. **The scales.** Your people (blue) against the Titans' (red).
7. **Numbers and name.** Your people, the world's name, the Titans' people.

The pointer

On the land, the pointer picks the **corner** nearest to it, the place where four squares meet, and a small white mark shows which. That corner is what your click raises or lowers, and where a power strikes.

Moving about

Push the pointer against any edge of the screen and the view glides that way; the arrow keys ← → ↑ ↓ move it a step. A click on the overview takes you straight there, and you can drag across it with the button held. How fast the view glides is set in the settings.

Pause and help

P stops time and starts it again; you can still look around. **Esc** brings up the pause menu. **H** shows the help pages.



The pause menu.



The settings. Click an arrow to change a line.

5 CHAPTER FIVE
The Land

Everything in Theos begins with the ground. Your people can only build where it is flat.

Raising and lowering

A world is 64 by 64 squares. Every corner of every square has a height, from the sea (0) up to 7. **Click** on a corner and it rises one step; hold **Option** (or ⇳) and click, and it sinks one step. Keep the button down and it goes on.

Two corners side by side can never be more than one step apart. So when you raise a corner that is already higher than its neighbours, the neighbours come up with it, and a second click makes a small hill; lowering works the same way and digs a pit. To level ground, click the low corners up or the high corners down until the squares between them are flat.



A corner raised twice. Its neighbours followed.



And lowered four times: a hollow, sand at the bottom.

The rules

- Each click costs **3 mana**.
- You can shape the land only **near your people**: within six squares of one of your homes or walkers.

- The **edge of the world** stays in the sea, and the land can't be higher than it is far from the edge.
- Land raised out of the sea is **new land**, as good as any other. Land lowered into the sea is gone, with whatever stood on it.

What grows and lies on it

Trees and **boulders** are in the way: no one can build on their square. Move one of the square's corners and they are gone. A **bog** (Chapter 8) swallows whoever steps on it; moving one of its corners dries it out.

The **sea** is death to walkers. People who walk into it are lost, and so are people whose ground is taken from under them.



ORACLE'S COUNSEL
Build one step above the sea at least, two if the Titans' god has the Deluge. Low land is quick to make and quick to lose.

Mind the homes

A home stands only on flat ground. If you move a corner of its square, it falls, and its people walk out to look for somewhere else. That is bad news when it is one of yours, and the whole point when it is one of theirs.

6 CHAPTER SIX
Your People

Walkers

A **walker** is a band of people on the move, shown as one figure however many they are. Left to themselves (the order **Settle**), walkers look for flat, empty land. Where one finds it, it builds a home and becomes the household.



A fight.

A walker who meets an enemy fights: blow by blow each loses an eighth of the other's number, until one band is gone. When your people gather or join (Chapter 7), two of your walkers who meet become one, with the people of both.

Walking wears a band down: every 32 squares it loses a few of its people. Walkers who find no land at all dwindle away.

Homes

A home begins as a tent. Each time its turn comes round it counts the flat, free squares among the 24 around it, and grows or shrinks to match:

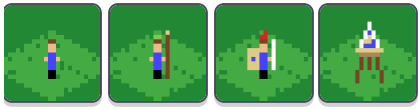


Four homes that had room to grow, and the fields between them.

	HOME	FREE SQUARES	HOLDS	MANA A TURN
	Tent	0	12	1
	Hut	2	20	1½
	Farmhouse	5	32	2
	Villa	8	48	2½
	Walled villa	12	64	3
	Small temple	16	96	3½
	Temple	20	128	4
	Citadel	all 24	200	4½

The squares a home counts on become its **fields**, and no other home can use them. Bigger homes fill faster, give you more mana, and are much harder for the enemy to take. When a home is full, half of its people walk out as a new walker.

Your people build at most 96 homes, and send out at most 63 walkers at a time. Homes taken from the Titans come on top of that.



A walker, the Oracle, the Hero, the Sacred Flame
The Titans' are the same, in red

The Oracle

When your people gather (Chapter 7), the first walker to reach the Sacred Flame becomes your **Oracle**: the one with the staff. Everyone who arrives after joins the Oracle's band, so it soon is the strongest band you have. The Oracle never builds and never tires; it goes wherever you put the flame, and when you march, it marches. When you order your people to settle again, most of its band walk out to build. You have one Oracle at a time; if it falls, the next walker to reach the flame takes its place.

The Hero

With the power **Hero** (Chapter 8) your Oracle becomes a champion with shield and crest, who heeds no order any more but hunts the enemy's walkers and burns his homes, until the strength of the band is spent.

Each to their own land

No walker builds within three squares of the other tribe's homes. Land changes hands only by siege, or when the homes that guard it fall.

Sieges

A marching band of **32 people or more** that comes to an enemy home lays siege to it, if the home holds no more than half as many people as the band. Blow by blow the home's people fall, and the band's too; when the home is empty it is taken, and some of the band stay as its new household. Lone walkers and small bands leave homes alone and fight only walkers.



A siege.

7 CHAPTER SEVEN
Orders

You don't steer anyone. You tell your whole people what to be about, and each walker does it as best it can.

One order is in force at a time. Click its icon at the right of the panel, or press its key.

	ORDER	KEY	WHAT YOUR WALKERS DO
	**Settle**	S	Spread out, find flat land, build homes. What they do when you say nothing.
	**Gather**	G	Go to the Sacred Flame. The first there is the Oracle; the rest join its band.
	**March**	M	Seek the enemy: fight his walkers, besiege his homes.
	**Join**	J	Seek each other out and merge into fewer, stronger bands.



ORACLE'S COUNSEL
While your people gather or march, nobody builds. Don't leave them at it longer than the war needs.

The Sacred Flame

The flame is where your people gather. Click its icon (the second power, or press 2), then click on land where nothing stands. It costs 20 mana. Put it down again somewhere else whenever you like; the old one goes out.



Gathered. The Oracle by the Sacred Flame.

How a war goes

Homes only send out walkers when they are full, so an order takes a little while to show. A good rhythm is **Settle** until your

land is full of homes, **Gather** near the border until the Oracle's band is a hundred strong or more, then **March**. When the band has spent itself, **Settle** again and let the homes you have taken fill up.

8 CHAPTER EIGHT
The Divine Powers

Mana comes from your people's homes. Spend it on the land, or save it for something the Titans will remember.

A power's icon lights up when you have the mana for it. Click the icon (or press its number), then click on the land where it is to strike. After it is cast, shaping the land is in your hand again. You can hold 20,000 mana at most.

	POWER	KEY	MANA	WHAT IT DOES
	**Shape the land**	1	**3**	Raise a corner, or lower it with Option.
	**Sacred Flame**	2	**20**	Where your people gather.
	**Earthquake**	3	**600**	Jolts the ground around the place. Homes on broken ground fall.
	**Bog**	4	**1,000**	Turns up to five flat squares into marsh that swallows walkers.
	**Hero**	5	**2,000**	Makes your Oracle a champion who hunts walkers and burns homes.
	**Thunderbolt**	6	**3,500**	Destroys every walker on a square and the eight around it; burns a home.
	**Volcano**	7	**6,000**	Throws up a mountain five steps high, strewn with boulders.
	**Deluge**	8	**10,000**	The sea rises one step, everywhere.
	**Titanomachy**	9	**16,000**	The last battle. Everyone fights until one people is left.

Not every world gives you every power. The world's tablet tells you how many are yours; the rest stay dark.

Earthquake

Fourteen corners within three squares of the place jump a step up or down, and their neighbours follow where they must. Every home whose ground is no longer flat falls, and its people walk out. Aim at the middle of a town of big homes: a citadel that loses a single corner is a ruin.



After an earthquake.

Bog

The square you click and up to four others near it turn to marsh, if they are flat and hold nothing but fields. Whoever steps into a bog is gone, friend or foe; about every second victim dries the square out again. Lay bogs where the enemy's bands come through, or round his Sacred Flame.

Hero

You need an Oracle to make a Hero, and the bigger its band, the longer the Hero lasts. The Hero strikes twice as hard as a walker of the same strength, goes for the nearest enemy, besieges any home however full, and burns the homes it takes rather than keeping them. It can't be called back.



The Hero among the Titans' tents.

Thunderbolt

One bolt, one place: every walker there and on the squares around it dies, and a home on the square burns with all its people. Nothing answers a Hero or a great band at your gates as quickly.

Volcano

The corner rises five steps at once and drags the land around it up into a cone: everything that stood there falls, and boulders lie about the top. It takes the enemy a long time and a lot of mana to make that ground flat again.

Deluge

Every corner of the world sinks a step, which is to say the sea rises. Land at the lowest level drowns with its homes and people, yours as well as theirs. Count who has more to lose before you cast it.



A volcano where homes stood.

Titanomachy

The war of gods and Titans, to the end. Every home empties and is gone, nobody builds any more, and all walkers go for the nearest enemy. No power can be cast once it has begun. Whoever has more people when it starts usually has the last one standing.



The last battle, won.

9 CHAPTER NINE
The Titans and Their God

Across the world a second people settles, in red, and a second god shapes the land. He plays by your rules.

What he does

- **He levels land** round his homes, a corner at a time, for mana, exactly as you do.
- **He makes war.** After a time of settling he lights his own Sacred Flame by the home of his that is nearest to yours, gathers a band there, and marches. When one of his homes is taken, he gathers at once near the place.
- **He casts powers.** What he doesn't spend on the land he saves, for one power after another, and casts each where it hurts most.

The horn

When the Titans' band sets out you hear their horn. That is your warning. Look at the overview for where they come from, and answer: gather your own band in their way, lay a bog on their road, or keep the thunderbolt for their Oracle.

You hear two falling notes when a home of yours is taken, and a rising chord when one of theirs becomes yours.

Where his powers fall

POWER	HIS AIM
Earthquake, Volcano	Your biggest home.
Bog	Round your Sacred Flame, or the fields of your biggest home.
Hero	When his Oracle's band is 40 or more.
Thunderbolt	Your Hero; or your Oracle, when its band is 80 or more.
Deluge	When far more of your homes than of his stand on the lowest land.
Titanomachy	When his people are half as many again as yours.

Mild, steady, bold, fierce

The world's tablet tells you what kind of god you face. A **mild** god thinks slowly, and his people grow more slowly than yours and build fewer homes. In the first eight worlds he starts no war at all: his people only settle, until you take a home of theirs. A **fierce** god thinks twice as fast, is at your border in three minutes, and casts a power every 50 seconds if he has the mana.



ORACLE'S COUNSEL

His people are counted on the scales. When the red side is half as long again as the blue and he has all his powers, expect the Titanomachy, and make sure your walkers are many and together.

10 CHAPTER TEN
Worlds to Conquer

The conquest

The conquest is a ladder of **128 worlds**. Every world has its own map, always the same for the same number, and its own name. Every eight worlds the Titans get a step stronger: a quicker, bolder god, more people to begin with, and in time less level land for you. Every four worlds, both gods gain a power: you begin with three (shaping the land, the Sacred Flame and the Earthquake) and have all nine from world 25.

Win a world and the next is yours to try. Win it **in under 30 minutes** and you skip a world; **in under 20**, two; **in under 12**, three. **Lose**, and the same world waits for you again.

How far you have come is written to the disk each time you win, and read when the game starts. On the world's tablet the arrows take you back to any world you have reached.



Won in good time: two worlds are skipped.

Four landscapes



Arcadia. Green hills, a fair share of sea.



The Aegean. Low, dry islands and many bays.



Thrace. High hills under snow. Homes take their turns more slowly.



Tartarus. Ash and rock in a sea of lava.

A custom world

Custom world on the main menu lets you set five things; click the arrows beside each, and hold an arrow down to run through the maps.



The custom world.

- **Land:** one of the four landscapes.
- **Map:** 0 to 255. The first 128 are the conquest's maps; the rest you will not meet anywhere else.
- **Plain:** the level land you start on: wide, fair, narrow or bare.
- **Titans:** their god: mild, steady, bold or fierce.
- **Powers:** all nine for both gods; none but shaping and the flame; or by rank, as the conquest would give them for that god.

Play makes the world. What you set is remembered for next time. A custom world doesn't count for the conquest.

Winning and losing

You win when the Titans have no home and no walker left; you lose when that is true of you. A board tells you which, with a fanfare or a lament; click, or press a key, to go back to the main menu.

11 CHAPTER ELEVEN
Counsel from the Oracle

The first minutes

- Level the ground **beside** your first homes before anything else. A farmhouse gains people three times as fast as a tent.
- Work outwards in terraces. Land that is one corner short of flat is no use to anyone; finish a square before you start the next.
- Raise the shallows. Land out of the sea at the plain's own height costs one click a corner and joins up at once.
- Trees and boulders cost one click each. Clear them early.

Growing

- Big homes are worth more than many small ones: more mana, more people, and far harder to take. But a land of a few great citadels sends out few walkers. Leave some room for villages at the edges.
- Watch the scales. If the red side grows faster than yours, he has more flat land than you. Make more.
- Keep 20 mana back for the Sacred Flame. You will want it in a hurry.

War

- A band under 32 takes no homes. Gather first, then march; marching in dribbles only feeds his walkers.
- Put the flame near his land, not in the middle of yours: your band has less far to go, and it stands in the way of his.
- A home holds out as long as it has more than half as many people as the band outside. Shake his citadels with an earthquake first: tents fall to anyone.
- After his horn, look where his flame is. A bog between his flame and your homes can swallow half his band.
- His Hero dies to one thunderbolt. So does yours.

The great powers

- Before a Deluge, look at the heights. If your towns stand a step higher than his, it is the cheapest victory there is.
- A volcano in the middle of his best land is worth more than one on a single citadel: nothing grows on a mountain.
- The Titanomachy is decided by numbers, and by who is gathered. Cast it when the scales are yours, and with your people together.



ORACLE'S COUNSEL

Stuck on a world? Play one you have already won again, quickly: a fast win skips worlds, and the one that beat you may be among them.

12 CHAPTER TWELVE
Quick Reference

The mouse

Click on the land: the corner under the pointer rises. **Option-click:** it sinks. Hold the button to repeat. The pointer at a screen edge scrolls. A click on the **overview** moves the view there. A click on a **lit power**, then on the land, casts it. A click on an **order** gives it.

Keys

← → ↑ ↓	Scroll the view
1–9	Take a power in hand
S	Settle
G	Gather at the Sacred Flame
M	March
J	Join
P	Pause, and go on
H	Help
Esc Q	The pause menu
Return	In the menus: the main button
Esc	In the menus: back

The powers

3	Shape the land (a click)
20	Sacred Flame
600	Earthquake: 14 corners jolted
1,000	Bog: up to 5 squares
2,000	Hero: needs an Oracle
3,500	Thunderbolt: 9 squares' walkers, one home
6,000	Volcano: 5 steps up
10,000	Deluge: the sea a step higher
16,000	Titanomachy: the last battle

Numbers worth knowing

6 squares	How near your people the land can be shaped
3 squares	How near an enemy home nobody builds
32 people	The smallest band that lays siege
half	A home falls to a band at least twice its people
96, 63	The homes your people build, the walkers they send out
30, 20, 12	Win in fewer minutes: skip one world, two, three

You are a god.
Act like one.

Theos puts a living world on your Apple IIgs: hills and seas you shape with a click, a people who settle, build and multiply on the land you give them, and a rival god who wants it all. Lead your followers from a few tents to a land of citadels, and cast the Titans into the sea.









- 128 worlds to conquer
- Four landscapes
- Nine divine powers
- A rival god who shapes, fights and casts
- Custom worlds: 256 maps
- Your progress kept on disk
- An isometric world that scrolls
- Super Hi-Res graphics
- Ensoniq sound and music
- Runs on a stock 2.8 MHz IIgs

REQUIRES

Apple IIgs · 2 MB memory card · 3.5" drive · mouse