

CYLU

By Geoff Foley

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Press 1 to play or 2 for more text

Page one: Keyboard controls

To move Cylu use R,I,M and U

GET:Enter DROP:Del SELECT:Shift

EXAMINE:Tab USE:Caps Lock

EXAMINE FORCEFIELD:Ctrl

SAVE:Ctrl+S LOAD:Ctrl+L

PAUSE:Space, Ctrl to continue

ABORT:Ctrl+Esc

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Page Two: Hints 1

Examine everything!

Deposit Objects by facing the
computer and pressing USE

To Disable Forcefields collect chips
and do as for objects

To refuel collect cannisters and
press USE

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Page Three: Hints 2

Collect all objects

Teleport keys allow access to the
teleport network

RTB and RFL are very special

Collect the 24 special objects and
deposit them to win

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Page Four: Hints 3

Complete the game with the minimum
number of paces

You start standing next to the
computer

Watch your fuel! Your life support
systems need it!

Make a map

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Page Five: Story

Cylu the Otsan, the chosen one, enters the land of Vole to participate in the final challenge. The aim is simple, the quest is long.

The Otsan require a new leader. A test has been devised and it is presented here. A test of wits, speed, logic and cunning, a test which only the worthy will pass.

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Page Six: Aim

To finish the test deposit all 24 special items into the computer. This will require a knowledge of the planet, access to some parts of which is only possible via the teleport network.

GOOD LUCK!