



GAME MANUAL

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TECHNICAL MATTERS

Installation

Step 1. [Download Adobe AIR](#). If you already have Adobe AIR, skip to Step 3.

Step 2. Install Adobe AIR. If the installer says that you already have Adobe AIR, skip to Step 3.

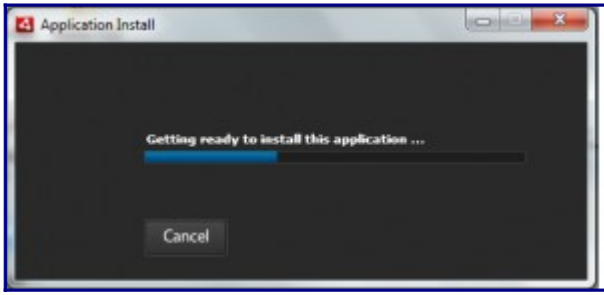


Step 3. [Download the game](#). As you can see in the picture above, the file name should be *Telepath RPG Servants of God.air*. If your file looks at all different from that, make sure you are downloading the demo from [this link](#).

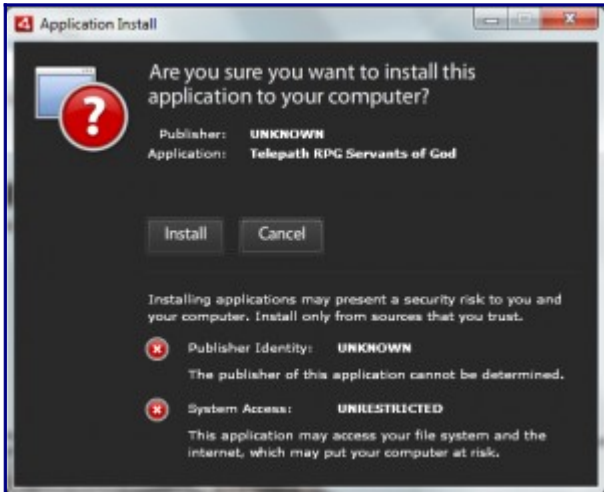
NOTE: if you are using Internet Explorer, it will download the file as if it were a .zip file! You can see this behavior in the picture below. Rename the file from *Telepath RPG Servants of God.zip* to *Telepath RPG Servants of God.air*, and it should work.

If it doesn't, use a different browser (like [Firefox](#) or [Chrome](#)) to download the file instead.

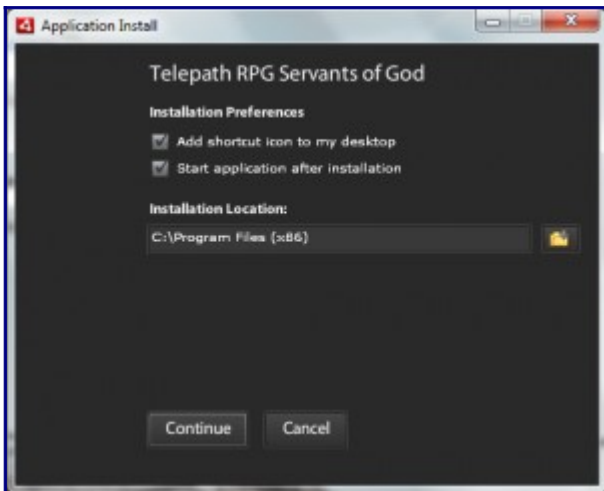




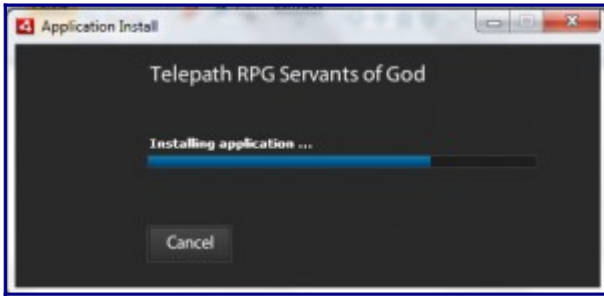
Step 4. Open the file by double-clicking it. You should see the dialog box above, with the words “Getting ready to install this application ...”



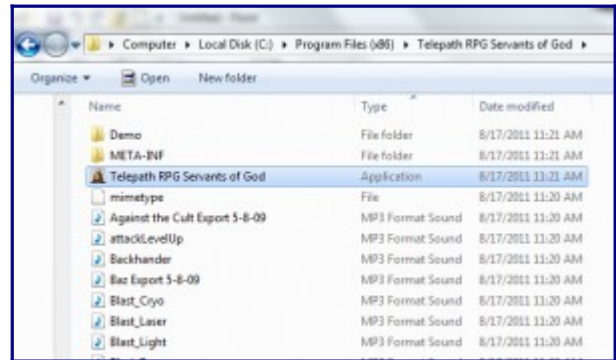
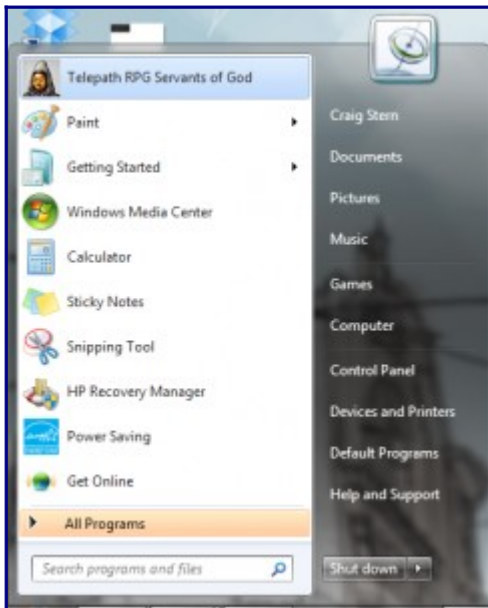
Step 5. It will ask you if you want to install—click the button that says *Install*.



Step 6. If you are installing in Windows, the installer will put the game in *C:\Program Files (x86)* by default. It will add a shortcut to your desktop and run the game automatically after installation. Hit *Continue*.



Step 7. Wait a minute or two while it installs the game.



Step 8. You're done! The game will launch automatically. If you're in Windows and you need to launch Telepath RPG: Servants of God again later, it'll be in the Start Menu. You can also go in and run the game's executable from the install folder.

Activation

To activate the game, follow the instructions in the ReadMe.txt file you received after your purchase. You will have to type in your activation code manually.

Save your activation code. If you lose it, you will need to email Sinister Design and ask to have the code re-sent to you.

PLAYING THE GAME

Introduction

Telepath RPG: Servants of God is a role-playing game that mixes some of the player choice and non-linear gameplay of Western RPGs like Planescape: Torment with the deliberative, turn-based tactical battles of Strategy RPGs like Disgaea or Fire Emblem. Most of the systems used in Telepath RPG: Servants of God are unique. What follows is an overview of how to play the game.

Creating your character

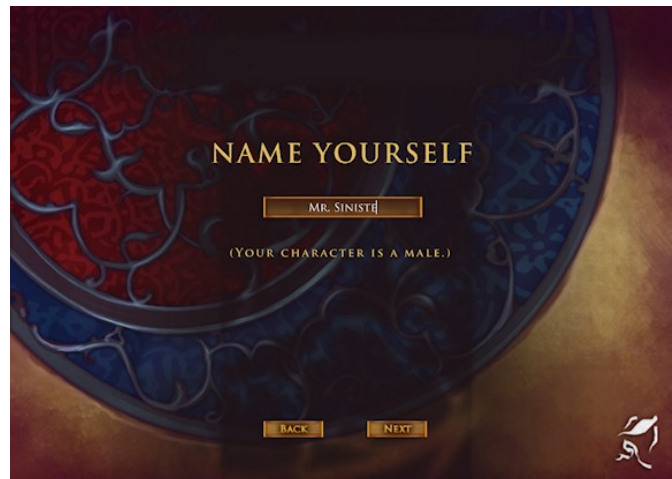
When you first start the game, you will see the title screen. Click 'New Game' to **begin a new game**.



You will then be taken to a screen where you are asked to **name your character**.

In Telepath RPG: Servants of God, you play the son of two prominent senators. You can name your character anything you like, but the name cannot exceed 11 characters.

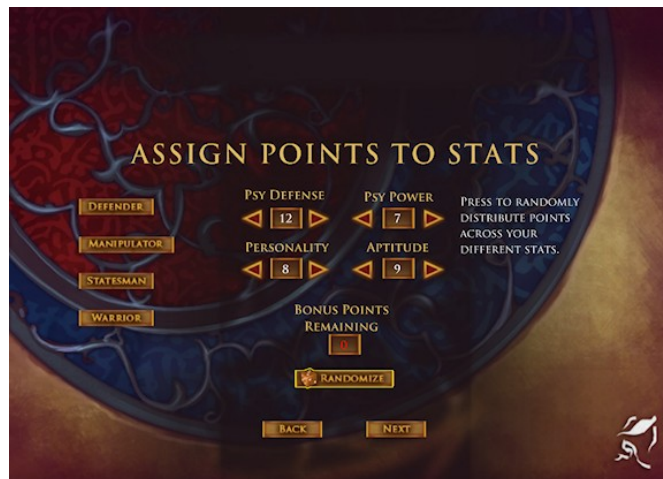
When you are finished naming your character, click 'Next.'



You will then be taken to a screen where you **assign 36 points to your character's four main stats**: Psy Power, Psy Defense, Aptitude, and Personality. Each must be between 1 and 12.

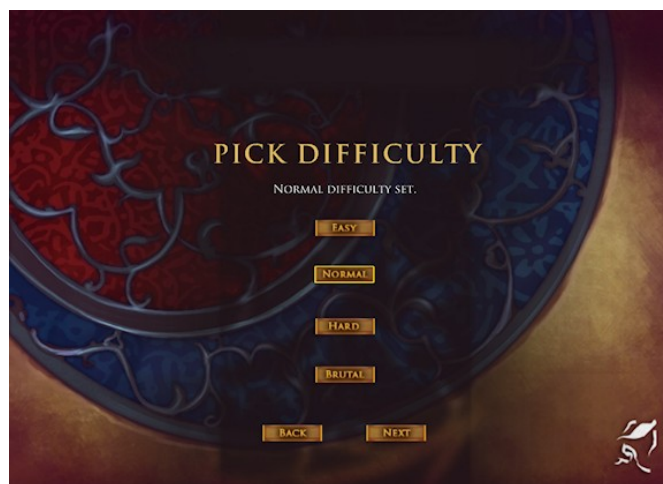
If you do not want to spend time customizing your character in this way, you can select from four preset character types arranged along the left side of the screen: the Defender, the Manipulator, the Statesman, and the Warrior. Each has advantages and disadvantages, but all of them are balanced characters.

Click 'Next' when you are done.



Finally, you will be taken to a screen where you can **select game difficulty**. Game difficulty primarily affects the difficulty of battles throughout the game. The settings are as follows:

- *Easy*: enemies will be weak and rather stupid. (Recommended for players who only care about the story, or for players who have never played a Strategy RPG before.)
- *Normal*: enemies will have regular stats and will be fairly intelligent.
- *Hard*: enemies will be smarter than on Normal, but will still have regular stats.
- *Brutal*: enemies will be smarter than on Normal, and will have all stats enhanced by 30% over their Normal stats. (Warning: this mode isn't named Brutal for nothing!)



Once you're finished, click 'Next' and the game will begin!

The start of the game

Once the game begins, you will undergo a series of dialog-filled cut scenes that help establish the setting, the characters, and the present circumstances in your home city of Ravinale.

Afterward, you will undergo a linear mission with extremely basic battles and numerous in-game tutorials to get you used to the in-game combat system. This is still part of the introductory sequence—most of the game is neither this easy or this linear. Once you complete this mission, the game will open up substantially and you will be free to explore.

Exploration

During most of the game, you will be free to explore the environment, talk to characters and search for treasure chests. The arrow keys (or, alternatively, the W, A, S, and D keys) move your character. Hold down the Shift key to run.

TIP: You can turn on “Run By Default” by clicking the Menu button in the top-right of the screen, then clicking “Options” and clicking the button below “Run by Default” so that it says “On.” This will cause your character to always run unless the Shift key is held down.

To interact with someone or something in the environment, move close to the person or thing you want to interact with, then click. Occasionally, you can click on objects in the environment that are out of reach using your character's psy abilities. Your success in doing so will depend upon how developed your character's psy abilities are.

Orbs

You may come across mysterious orbs while exploring the world. Touching an orb will grant you new powers or abilities—which ones you get depends on which orb you touched. Some orbs do not “like” each other, and will cancel each other out. Experiment to find the combination of orbs you like the best.

Talking with other characters



Move up close to a character and click on him or her to initiate a conversation with that character. Some characters have more to say than others do. In most conversations, you will have choices about what to say—your choices will typically change the course of the conversation.

Sometimes your choices will make a lasting impression. Many characters will remember what you've done or said to them in the past. Based on

those things, some characters may choose to help you; others may choose to avoid you, or even hurt you!

It can be particularly useful to have conversations with the other members of your party. The better

your relationships with your team mates, the more likely you are to keep them alive and maintain their loyalty in times of difficulty.

Characters in your party



Duvalier – The main character.

Duvalier is a highly talented and well-trained psy from what was once a prominent political family.

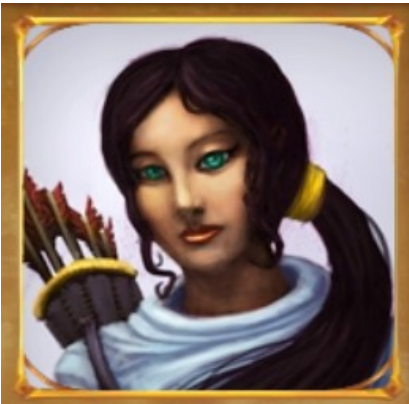
Depending on how you handle him, Duvalier can learn a wide variety of offensive and defensive abilities to assist his team in battle.

Alternatively, he can focus on manipulation and mind-reading, or leadership and persuasion, to the exclusion of personal combat prowess.



Griffin – Charismatic and good-humored, Griffin is Duvalier's childhood best friend and the leader of the People's Resistance of Ravinale.

In battle, Griffin is a competent swordsman able to withstand more punishment than just about anyone else on your team. He is trained to automatically counterattack enemies who assault him head-on, making him ideal to defend choke points.



Rahel – a skilled tactician with a deep-seated hatred for social injustice, Rahel is the only surviving co-founder of the People's Resistance of Ravinale. Rahel is a prickly intellectual: while she has a soft spot for the weak and the helpless, she can be positively ruthless to those she sees as privileged.

In battle, Rahel dispatches enemies from a distance with her longbow.



Arman – A superstitious assassin with a lifelong streak of horrible luck, Arman is at once uncannily competent and utterly hapless: great at getting himself out of trouble, and even better at getting himself back into it.

In battle, Arman is blazingly fast and deft at striking from behind, but he can easily get in over his head if you don't watch him. His weapon of choice is the *sikin*, a long knife.



Set – A self-conscious, overweight young psy healer, Set is gentle and friendly. He joined the People's Resistance trying to find his place in the world, and quickly found himself in a crucial position keeping everyone alive in battle with his psychokinetic shields.

Set is a pacifist, and accordingly, he has no offensive attacks.

Training Team Members

Your characters will gradually accrue experience in individual attacks by using those attacks in combat. After an attack reaches 100 experience, it will level up and return to 0 experience. As a general rule, the higher an attack's level is, the more effective it becomes in battle.

The majority of improvement to your characters, however, will occur via training. At a certain point in the game, you will gain access to a trainer. Once this happens, you will be able to train individual team members' stats by paying the trainer gold coins.

All characters benefit from training, but your main character especially: after every three trainings, he will gain a level and get to put a bonus point into any stat you choose.



Learning new skills

Occasionally, as you train certain stats on each character, you will gain the option of paying to teach that character a New Skill. Most of the time, this means unlocking a new attack, but it can also mean unlocking a new psy shield, counterattack, or movement ability. Don't forget to check for New Skills every so often!



Managing your team



Depending on the strength of your main character's Personality, you can have anywhere from 4 to 8 characters under your command in battle at once. Your main character must always be one of those characters.

As for the other characters, you can swap them onto and off of your team at will via the Manage Team menu by drag-and-dropping them onto slots in your team.

Saving your game

Every so often, it pays to stop and save your game. There are 9 save slots total available for you to use. You can only save outside of battle. You cannot save during cut scenes, although the game will autosave for you at the beginning of most cut scenes.

To save the game, click the Menu button in the top-right of the screen. Then click Save/Load from the sub-menu on the left: the Save/Load menu appears. Click a 'Save' button in the slot you want to save your game in.

If the save slot you chose already has a saved game, the game will ask you to click a second time to overwrite that saved game.

Click again if you want to overwrite the saved game.

NOTE: If you do not click a second time, the game will not overwrite the previous save!



Intro to combat

Combat is turn-based and occurs on an 8 x 11-square grid. Your characters will be placed onto the battlefield in a set order, which you can change before combat using the Manage Team menu (see above).

When a character's turn comes, it will be surrounded by a yellow spinning circle. You can then move that character with the arrow keys or WASD keys until it runs out of Steps (represented by a foot symbol). Once that character's Steps reach zero, it will not be able to move any more, and you will either have to hit Undo, launch an Attack, or hit Done. If you'd rather move with another character instead, simply click the character whose turn you want to take. It will become that character's turn.

Characters cannot move through one another, even if they are friendly, so it's important to plan your moves ahead of time! However, certain characters, such as Assassins, Spirits, and Shadowlings, can learn special movement abilities that allow them to pass over, pass through, or swap places with other units.



The combat GUI.

The GUI

Attacks, along with all other unit information, are displayed in the GUI box up in the corner of the screen. **Health** measures a unit's vitality. Once a unit's health reaches zero, that unit dies. If your main character reaches zero health, you will lose the battle. To replenish a unit's health, have a Psy Healer use a psy shield on that unit. To reduce an enemy's health, attack it (see below).

A character's **Psy Points**, or PsP, are used up when that character launches an attack that relies on mental abilities. To replenish a character's PsP, have that character rest for a turn or two. Leaving a character where it is and hitting Done will recover 3 PsP. Moving the character, then ending the turn without attacking will recover only 1 PsP.

Attacking

Attacks, along with all other unit information, are displayed in the GUI box up in the corner of the screen. Scroll over an attack button to learn its cost and see where it will land. You can launch the attack at any time by clicking that attack button—the unit will then attack and its turn will end.

Note, however, that you will *not* be allowed to launch an attack if the attack would not land on a valid target, or if the attacking unit does not have enough PsP to pay the attack's Cost (see Psy Points above).

Attacks that hit from behind almost always deal a **backstab damage** bonus of 150%, so pay attention to which direction you leave your units facing at the end of their turns—enemies will go out of their way to backstab your units if they get the chance!

All **battles can be won** by defeating every enemy on the battlefield, but a few can also be won by capturing a certain space or defeating a particular unit. Pay attention to the Objective text at the start of each battle to learn how you can win. Likewise, certain battles can be lost in multiple ways: here, too, make sure to pay attention to the Objective text at the start of each battle.

Combat hot keys

As you can see, there are hot keys for most combat actions. To use the 1 - 8 keys to attack, tap the desired key once to select the attack, then tap it a second time to launch the attack.



Attacks and abilities

The following is a list of the dozens of attacks and abilities that your characters can learn to use in battle over the course of the game. (Enemy attacks that your characters cannot learn are not listed here; you'll find out about those the hard way.)

Different characters each learn a different set of abilities from this list.

Physical abilities:

Melee – the most basic attack, a short-range strike with a physical weapon that hits a

single target.

Backhander – a flashy sword attack. The attacker flings the sword up in the air, then catches it by the handle as it falls and plunges it directly into anyone unfortunate enough to be standing behind the attacker. Deals a sizable damage bonus.

Slash – a ferocious two-handed sword attack that cleaves through up to three enemies clustered near the attacker.

Double Strike – a powerful sword combination enhanced by psy: the attacker strikes, then suddenly reverses momentum and spins, striking the target a second time.

Whirlwind – a high-level telekinetic sword attack. The attacker leans into a sword swing and just keeps going, whirling around and slashing all enemies within striking distance.

Bow – a basic attack with a bow and arrow that hits a single target two spaces away.

Bow 2 – a basic attack with a bow and arrow that hits a single target three spaces away.

Split Shot – a psy-assisted bow attack. The attacker shoots two arrows at once, providing little telekinetic nudges to guide them to their targets successfully. Due to the physics of the attack, Split Shot can be used to hit enemies diagonally and around obstacles.

Split Shot 2 – a psy-assisted bow shot that delivers three arrows at once, with little telekinetic nudges to guide the arrows to their targets successfully. Split Shot 2 hits at further range than Split Shot, and deals more damage.

Trueshaft – a powerful long-range bow shot. The arrow, guided partly by telekinesis, manages to find and hit the target through some small gap in its defenses at high velocity, dealing heavy damage.

Knife – an assassin's basic melee attack, Knife deals bonus damage when it strikes an enemy from the side, and even more bonus damage when it hits from behind.

Stab – a high-speed strike from an assassin that grants an unusually large bonus to sidestab and backstab damage. Stab is more powerful than Knife, but because the attacker relies on psy to increase the speed of his strike, it consumes psy points.

Mega Stab – a blindingly fast strike from an assassin that does massive backstab damage. Unfortunately, it also uses massive amounts of psy points. Mega Stab is an attack best reserved for deadly opponents that must be dispatched quickly.

Leap – a psy-assisted running jump that vaults the user over whatever enemy or obstacle stands in the way. Leap is regularly used by assassins to gain access to protected enemy units, and to more easily access a target's rear for a backstab attack.

Throw – a spear throw attack. The attacker retrieves the spear telekinetically, allowing for further attacks in subsequent turns.

Impale – a spear strike enhanced by telekinesis. So ferocious is Impale that the attacker

can skewer up to two enemies in a row.

Counterattack – this is not a selectable attack; it is a passive ability that can be triggered automatically during the enemy's turn. When an enemy attacks the user from the front, if the enemy is within range of the user's counterattack, the user will immediately retaliate with his or her counterattack. Several characters either begin with a counterattack, or can learn one through training.

Mental abilities:

Mind Blast – originally developed as a means of self-defense by talented psys, Mind Blast has become a baseline attack that all psy fighters are expected to know. Mind Blast overcomes the target's filters, overloading its brain with so much information that the brain temporarily ceases to carry out its ordinary functions. The bulk of the damage from a Mind Blast is in the physical consequences that follow from the brain malfunction. A lethal Mind Blast might, for example, suffocate the target by shutting down its ability to command its diaphragm to contract, or cause a fatal heart attack by shutting down the part of the brain responsible for commanding the heart to pump blood.

Mind Shock – due to the precision necessary to shut down vital parts of a target's brain, ordinarily, Mind Blasts can only be carried out at close range. For psys with a certain finesse for mental scanning, however, Mind Shock presents a means of shutting down larger areas of the brain areas for a longer time and at greater distances, albeit with less precision. Because Mind Shocks tend to affect portions of the brain less vital to the body's immediate survival than Mind Blasts, Mind Shocks are less damaging. However, they also tend to produce longer-lasting paralytic effects on the target. Accordingly, any given Mind Shock has a base 70% chance of stunning the target for one turn; the chance increases by 5% per level of experience the attacker has using Mind Shock.

Feedback – using the Feedback technique, an attacker transfers her sensations of physical pain into the mind of an enemy. The attacker's body becomes capable of withstanding more punishment on the battlefield as her brain becomes convinced that she is uninjured—meanwhile, the opposite effect takes place in the mind of the target. A target whose brain is riddled with severe enough pain sensations may actually die. A character who is uninjured will not be able to deal any damage with Feedback.

Vengeance – an advanced form of Feedback that is extremely difficult to use safely, but which can be extremely powerful when used by someone who knows what they are doing. A psy fighter who uses Vengeance focuses on her pain, deliberately magnifying it until she is positively consumed by unbearable agony. She then funnels it outward, striking anyone standing in her way with these sensations. Up to three profoundly unlucky targets can be hit with this attack. As with Feedback, Vengeance requires the attacker to be in pain, so an uninjured attacker will find Vengeance ineffective.

Transfer – an ability that safely funnels raw psy energy out of the user and into the target. This has the effect of rejuvenating the target, allowing her to launch attacks and use abilities that she was too fatigued or unfocused to pull off before.

Transfer 2 – an omnidirectional version of Transfer that can funnel energy into up to

eight allies at once.

Soul Suck – an attack that siphons an enemy's psy defenses into raw psy energy usable by the attacker. For reasons that no one understands, an enemy can actually be killed by Soul Suck once its defenses collapse. When this happens, the attacker captures its energy, which becomes available for later use...

Mind Shield – the most basic psychokinetic shield, Mind Shields are barriers erected by psy healers that deflect physical blows and unwanted mental intrusions. Mind Shields protect injured units when they are weakened, warding off blows that would prove injurious or even fatal. Mind Shields are inherently unstable, however, and will collapse unless maintained. Thus, it is nearly impossible to maintain a Mind Shield that provides protection beyond the target's ordinary defensive abilities.

Mega Shield – a more powerful Mind Shield that can ward off stronger blows, but requires more psy points to create. It suffers from the same limitations as a Mind Shield: it cannot increase a unit's health beyond its maximum.

Long Shield – the “Long Shield” technique erects psychokinetic barriers around up to three allies in a row immediately in front of the shielder. The barriers are no stronger than an ordinary Mind Shield, and suffer the same limitations.

Big Shield – the “Big Shield” technique erects psychokinetic barriers around the shielder, as well as all allies within one space of the shielder. The barriers are no stronger than an ordinary Mind Shield, and suffer the same limitations.

Titan Shield – the “Titan Shield” technique erects powerful psychokinetic barriers in a wide radius around the shielder, providing protection to all allies within two spaces. The barriers suffer from the same instability problem that plagues an ordinary Mind Shield. Titan Shields are extremely difficult to maintain, and tend to immediately collapse when erected by even the most experienced psy healers.

Static Shield – an unusually stable but highly complicated psychokinetic shield, Static Shield overcomes the maintenance problem that plagues most shields. Using a Static Shield, the target's defenses can be increased nearly without limit, provided that the shielder has the psy points to continue painstakingly constructing these intricate shields.

Solid State Shield – the Solid State Shield is *not* a traditional psychokinetic shield. It consists of a static shield overlaid with air molecules arranged into a lattice structure, creating a sturdy battlefield barrier that will take enemies some time to batter down. Solid State Shields require heavy psychic maintenance, unfortunately, meaning that the shielder cannot place more than one of them at a time.

Juxtapose – a poorly-understood technique used by spirits to switch physical locations with an adjacent body.

Juxtapose 2 – a more advanced Juxtapose technique in which the target is two spaces away before it switches locations with the user.

Heat abilities:

Pyro Blast – the baseline heat attack, a psy fighter using Pyro Blast accelerates molecules in the air, eventually causing them to reach such high temperatures that they form a globule of plasma. The attacker then launches the plasma at an enemy two spaces away, whereupon he detonates the globule, severely scorching the target. Pyro Blast grows more damaging more quickly than other attacks, gaining multiple points of additional damage with every level.

Pyro Hail – a powerful heat attack in which the attacker spontaneously creates and directs a swarm of small Pyro Blasts over an irregular area in front of him, blanketing it in flames.

Fire Gate – the most powerful heat attack, an attacker using the “Fire Gate” technique forms a whirling disc of superheated plasma, then pushes pockets of air through the disc at high velocity in rapid succession, forming a barrage of large Pyro Blasts that devastate an area three squares wide by three squares high. Fire Gate is an extremely difficult attack to use safely due to the risk that the attacker will be sucked into the vortex of plasma. Accordingly, it is very rare indeed to see anyone who has taken the risks necessary to master this technique.

Heat Shield – a weak kinetic shielding technique that decelerates molecules in a hemispherical pattern around the target, thereby reducing the damage caused by pyrokinetic attacks that pass through the barrier.

Inferno Shield – Inferno Shield is a larger version of Heat Shield. The user creates a large shield that decelerates superheated particles passing through the barrier, thereby providing the surrounding allies with vastly improved resistance to pyrokinetic attacks.

Fire Breath – the red spriggat's ancestral skill of breathing out goutts of flame on command. This skill naturally develops as red spriggats reach puberty, and can scorch up to two enemies in a row.

Fire Breath 2 – an improved version of Fire Breath that red spriggats can develop with skill and patience. It deals slightly more damage, but more importantly, it reaches 50% farther than ordinary Fire Breath.

Cold abilities:

Cryo Blast – the most basic cryokinetic attack, an attacker using Cryo Blast causes the air surrounding his hands to slow, dropping in temperature and forming jagged, hollow ice crystals out of moisture in the air. The attacker then launches the crystals at his target. The crystals pierce the unfortunate target then rupture, spraying the victim with jagged shards of ice and freezing water.

Cryo Cross – a powerful technique wherein the attacker causes molecules in the air and ground surrounding him to slow to the point that the earth ruptures from the cold, sprouting massive, jagged ice crystals that rip through anyone unfortunate enough to be standing nearby. Cryo Cross is the only high-level elemental attack that does not reach beyond two squares, but it covers the greatest total area of any such attack by far.

Frost Shield – a weak kinetic shielding technique that accelerates molecules in a hemispherical pattern around the target, creating a thin layer of extremely hot air that flows all directions but inwards. This vastly reduces the damage caused by cryokinetic attacks that pass through the barrier, both melting and misdirecting icy projectiles that pass through.

Glacial Shield – Glacial Shield is a larger version of Frost Shield. The user creates a large shield that both melts and misdirects icy projectiles, thereby providing the surrounding allies with vastly improved resistance to cryokinetic attacks.

Frost Breath – the frost spriggat's ancestral skill of breathing out clouds of frigid gas on command. This skill naturally develops as frost spriggats reach puberty.

Frost Breath 2 – an improved version of Frost Breath that frost spriggats can develop with skill and patience. It deals slightly more damage, but more importantly, it reaches 50% farther than ordinary Frost Breath.

Shadow abilities:

Shadow Blast – Shadow Blast is the most basic Shadow elemental attack. In intuitive terms, it is said that with Shadow elemental attacks, the attacker gives physical form to negative emotions, breaking apart water vapor in the air and forming a highly corrosive miasma. Shadow Blast forms a globule of this miasma and launches it at a target two spaces away. Shadow Blast is a little less expensive than the other elemental blast attacks, and accordingly, its damage potential grows less quickly as it gains levels relative to the other elemental blasts.

Dark Vortex – an advanced technique in which the attacker creates a localized explosion of miasma, then swirls it into a whirling vortex that corrodes every living and nonliving thing within its radius. Dark Vortex covers a three square by three square area directly in front of the attacker.

Dark Shield – a weak kinetic shielding technique that reconfigures molecules in a hemispherical pattern around the target, creating a thin layer of air charged with negative ions resistant to shadow miasma. This vastly reduces the damage caused by skiakinetic attacks attempting to pass through the barrier.

Nightmare Shield – Nightmare Shield is a larger version of Dark Shield. The user creates a large shield that dissipates shadow miasma, thereby providing the surrounding allies with vastly improved resistance to skiakinetic attacks.

Shadowport – a psy technique developed by shadowlings, shadowporting allows the user to physically vanish and reappear two squares away, bypassing any and all obstacles in between. It is not currently understood how shadowporting works, though it is widely used by psy assassins and the more skilled among shadowling psy healers.

Shadowport 2 – a more powerful version of Shadowport in which the user reappears three squares away instead of two.

Light abilities:

Light Blast – light is widely considered to be the most difficult element to learn, as it requires the manipulation of particles orders of magnitude smaller than those used by the other elemental attacks. However, a little goes a long way. Light Blast causes a great deal of damage while employing comparatively few particles, creating a weak, carefully contained fission reaction and launching it towards the target to detonate. Light Blast grows more damaging more quickly than other attacks, gaining multiple points of additional damage with every level.

Light Bomb – Light Bomb is a more powerful version of Light Blast, and ranks among the most widely feared attacks in existence. Light Bomb marshals more particles for a more significant fission reaction, resulting in an explosion three squares wide by three squares high. Light Bomb is a long-range attack by necessity, and accordingly, much of the trick in mastering it is simply in containing the reaction for long enough to launch it the required distance.

Lucent Shield – a weak kinetic shielding technique that reconfigures air molecules into a reflective screen in a hemispherical pattern around the target, dissipating significant amounts of electromagnetic radiation. This vastly reduces the damage caused by photokinetic attacks that pass through the barrier.

Blinding Shield – Blinding Shield is a larger version of Lucent Shield. The user creates a large shield that wards off electromagnetic radiation, thereby providing the surrounding allies with vastly improved resistance to photokinetic attacks.

Conclusion

That covers everything you need to know. There are extensive in-game tutorials explaining much of what you just read, and more. If you still have questions that are not answered by this manual or by Telepath RPG: Servants of God's in-game tutorials, the Sinister Design forums and the Telepath Wiki are good places to look for answers.

Thanks for playing the game, and enjoy!