

# "COMMANDER KEEN: INVASION OF THE VORTICONS" HINT SHEET

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Game designed by Id Software

## ABOUT COMMANDER KEEN

The story of Commander Keen is epic, and in the style of the memorable matinee serials, like Flash Gordon. You play the role of Billy Blaze, eight year-old kid genius who builds an interstellar ship when not working at home on his college fast-track degree. Among other household objects, Billy uses his Nintendo joystick for flight control and his mom's vacuum cleaner (heavily modified) for his ship's ion propulsion system (with carpet height adjustment). At the hint of galactic trouble, Billy dons his brother's football helmet and becomes "Commander Keen" -- defender of Earth, dispensing justice with an iron hand.

## INSTALLING & PLAYING COMMANDER KEEN

You must first install each of the three volumes before playing. Place disk one in the appropriate disk drive. Select the drive from the DOS prompt. Type "INSTALL" and press the <ENTER> key. The installation program will prompt for the drive and then for the directory into which the software will be copied. Press <ENTER> to accept the defaults or type the destination of your choice. The installation program for multiple disk sets will prompt for additional disks as needed. After installation is complete, the three games may be played by typing either "KEEN1", "KEEN2" or "KEEN3". Unlike the Goodbye Galaxy series, there is no separate CGA version available. We apologize for any problems that this may cause.

## CAST OF CHARACTERS - EPISODE ONE

**Yorps:** These lovable, one-eyed green Martians are friendly. Very friendly. Too friendly.

**Gargs:** These wild-eyed, teeth-gritting Martian monsters are angry at you, angry at themselves, angry at dirt, angry at clouds -- just plain angry. If Freud were to see them, he would call them the "Id." (This, and being "In Demand," are two of the meanings of our company name.)

**Vorticons:** The Vorticons on Mars are members of a Mars outpost and are really on the bottom rung of the Vorticon

social ladder. Being on an outpost has made them kind of tough. In the second two episodes, they are known as "Grunts."

**Butler "Tin Can" Robots:** A nice little Martian robot that has trouble keeping his hat on. He is nice except for the fact that he usually pushes you off a platform to your death.

**Tank Robots:** These robots exist to kill any intruders. Even friendly ones.

## CAST OF CHARACTERS - EPISODE TWO

**Grunts:** These are the Vorticons from Episode One, but they have led a more posh lifestyle, so they are weaker.

**Youths:** These young Vorticons were sent into space by the Grand Intellect to grow into fierce warriors. They like to tear around and don't much care what gets in their way. These youngsters will most likely grow up to be Vorticon Elite.

**Vorticon Elite:** These are Elite warriors. To show their loyalty to the Grand Intellect, they had their ears clipped. They are mean and like to shoot a lot. They wear blue and purple suits.

**Vorticon Elders:** Wise Elders are kept in stasis in the living quarters of the ship. They are from the Before Time--before the Grand Intellect.

**Scrubs:** These little red robots perform various menial duties around the ship and can walk on almost any surface.

**Guard Robots:** These awful purple robots are basically hovering machine guns.

## CAST OF CHARACTERS - EPISODE THREE

**Grunts:** Here they are again, with red suits.

**Vorticon Women:** They are very dangerous. They have big claws and breathe fire. You've come a long way, baby.

**Youths:** The same spoiled brats that knocked you out in the second episode. Now they play a deadly game of jacks.

**Meeps:** A race of green, egg-shaped, horrendously bad singers with sorely misplaced operatic intentions. They think they are the great singers in the world. They are wrong.

**Foobs:** These little yellow creatures like to go out for strolls, whistling, and enjoy the day. Unfortunately, they are completely afraid of almost everything. If you touch them, they will grow so tense that they will pop.



**Messie:** The great sea serpent of the legendary Loch Mess. Who knows if she even exists?

**The Vorticon Alphabet:** In this volume of Commander Keen you can put together the entire Vorticon alphabet, and then read all of the signs and messages that appear in each volume of the series.

**The Grand Intellect:** His scary picture is framed on the wall of various Vorticon homes and schools. Who is he? Finish the game and find out!

## GENERAL HINTS

Some places are only reachable by pogo stick. It is wise to practice your pogo skills. "The Impossible Pogo Trick" is a trick that makes the game easier. How it works: walk or run in a direction, then press the pogo key, release it QUICKLY and press jump. You will pogo up and over at an angle that's not possible using any other method. In Episodes Two and Three, this technique is very valuable.

All good Commanders know when to save the progress they've already made on their journey. It's a good idea, perhaps a great idea, to save your game after you finish each "city" level. To save a game from the "World Map", press F5, then specify a save position from 1 to 9. You can only restore a saved game from the title screen, choose "Continue Game" from the main menu, and select the number of a previously saved game.

## HINTS FOR EPISODE ONE: MAROONED ON MARS

- **Pogo Shrine** Æ Once you get the pogo, activate it, and pogo up and to the right off of the silver cylinders. There are hidden bricks that you may jump on to get to a higher place in the level.
- **Ice City** (first city on Dark Side of Mars) Æ To get past the Vorticon without firing, let him jump up on the blue cylinders and then run underneath him.
- **Red Maze City** Æ At the bottom is a scary dark area which leads to the secret city. Fall down it, then pull right. To the right is an ice cannon. To get to the area the leads to the secret city, you will need to be frozen. You'll need to pogo into the ice cannon's line of fire and...(you'll see!)
- **Vorticon Commander's Castle** Æ There are hidden bricks in the entrance hallway that lead to bonus points!

## HINTS FOR EPISODE TWO: THE EARTH EXPLODES

- **Tantalus Rays** are destroyed by shooting the purple sparking cell in the glass bubble atop them. Make sure you don't stand too close to the switch that activates it, or the game may end rather abruptly!

- The little red robots, called Scrubs, allow you to jump on them and ride them up a wall. This is often important to do.
- You can stand on Vorta-Cola cans. This is also very important to get to higher places. And getting Vorta-Cola cans may change where Scrubs walk...
- Vorticons and Vorticon Elites do not jump in the dark. There are big red light switches that turn the lights on and off.
- A difficult "The Impossible Pogo Trick" jump will make it easy to get to the top of one of the Tantalus levels, avoiding all the nasty stuff below.

## HINTS FOR EPISODE THREE: KEEN MUST DIE!

- When Meeps sing, the sound can kill, and can travel through anything, including solid walls.
- You can usually run under a VortiNinja when he jumps high into the air.
- Keep in mind, some plummets are necessary and some things are hidden in the heavens.
- Jacks are almost always deadly. Do not enter areas where you see them.
- All ankhs can be obtained.
- On the final level, you can stand on the shoulders. (We don't want to give too much away, now do we?)

## SECRET CHEAT KEYS

If you are having trouble collecting "key cards", press the "C", "T", and [Space Bar] keys all at the same time. You will receive all the keycards, a pogo stick and a large supply of ray gun charges. You will need to repeat this for each city you want to cheat in! (When you exit a city, the cheat mode is deactivated.) If you want to bypass an overly difficult city (on the world map view), press Shift-Tab while you walk through the city!

## ADDITIONAL HINTS & TECHNICAL SUPPORT

As a registered user of Commander Keen, you are welcome to contact our Technical Support and Hints Department for any assistance required. Technical support and hints may be received by phoning (214) 278-5655, Monday through Friday, between 8:00 a.m. and 6:00 pm Central Standard Time or writing to Apogee Software at P.O. Box 496389, Garland, TX 75049-6389.

To assist us in providing you with faster service, please be at your computer system when calling. Written inquiries should include your order number, system type and accessories, and any 'terminate and stay resident' (TSR) programs you happen to be running.

Please do not call the 800 line for technical support or game hints as this information will not be given there.

## THANKS FROM APOGEE

A sincere thanks for purchasing this software package. Much time, effort, and expense goes into the development of our software, and your support helps ensure that we will be able to continue bringing you high quality, enjoyable software. Enjoy the game!