



≡ GARSHASP ≡

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Required system

(The least system required)

- Operating System: Windows XP/Vista/7
- Processor: Intel Pentium 4 @ 2.8 GHz/AMD Athlon 64 3000+
- Random-Access Memory (RAM): 1 GB XP, 2 GB Vista,7
- Space required: 3.5 GB free
- Display Graphic Memory: 256 MB
- Display Adapters: nVidia GeForce 6600/ ATI Radeon X1300
- Sound card: DirectX Compatible, DirectX 9.0c
- Keyboard
- Mouse
- Gamepad: Optional
- DVD Rom Drive- DVD version
- CD Rom Drive- CD version

(Suggested System)

- Operating System: Windows XP/Vista/7 64-bit
- Processor: 2.5 GHz dual core
- Random-Access Memory (RAM): 2.5 GB
- Space required: 3.5 GB free
- Display Graphic Memory: 512 MG
- Display adapters: nVidia GeForce 8800 or Radeon 4800 GPU
- Sound card: DirectX Compatible, DirectX 9.0c
- Keyboard
- Mouse
- Gamepad: Optional
- DVD Rom Drive- DVD version
- CD Rom Drive- CD version

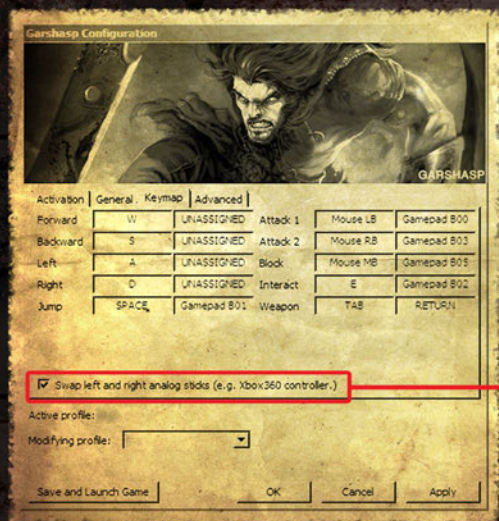
Support

Through below email address:

support@garshasp.com

Controls

• Default



✳ Moving in a form of rolling can be done by holding SHIFT key.
This function cannot be changed.

✳ In case you are using Xbox360 game pad, you can click this option to correct the analogs.

• Game pad



✳ Right analog can be used for moving in a form of rolling and cannot be changed.



Prologue Stories

Those days have been wiped out of memories. The days that the raging river of Eternal Time still flowed, and the vast lands of Persia were drowning in chaos of war and fire of anarchy.

On those days, those old days, Great Garshasp, the mighty Persian warrior was still young and seeking to make a name for himself. Little did he know of the incredible destiny ahead.

The destiny that became legend; in poems the bards sang and the stories the merchants carried to the four corners of the land of Persia...



User interface



Game's camera

It is not possible to change the angle of camera in Garshasp game. Camera's movements were already defined to reach a maximum visual attraction and best vista.

Upgrade

• Weapons

Throughout the game as Garshasp gains more experiences in using weapons, more skills will be used with his weapons. To gain experience you should gather red orbs. The number given below user interface shows the amount of experience Garshasp needs to perform new skills by his weapon. As this number lowers down to zero Garshasp's skills in using weapon are rising up.

Note: The amount of experience for upgrading each weapon may be totally different from other weapons.

• Health strip

Hoom tree was a healing tree which its seeds gave special power to human. After Deeve's overcome, tree began to perish and its seeds scattered across all over the land of Persia.

Once Garshasp finds four healing seeds, his Health strip will become longer.

Stone springs

There are two kind of orbs in the game. Red orbs can make Garshasp gain more experience in using weapons and ultimately learning new skills. Blue orbs can increase his health amount. One of the ways to find these orbs is from Stone springs.

If you interact with these Stone spring, the orb inside is being released from its above crystal container and flow to Garshasp.

Challenge

• Combined hits

Combined hits can be achieved by combination of light and heavy hits each weapon can perform.

• Quick Time Events

In the battlefield this sign may appear on top of enemies' heads. Here you have to get close to your enemy and engage from close range to finish him off. To finish off bigger. Enemies you have to use appearing arrow keys on time.



• Rage

Once Garshasp's experiences in using a weapon goes up, he gradually be able to perform hits called Rage. This hit is powerful and practical. When Garshasp performs this hit, he loses some of his Rage strip which also can be regained.

Health warning

Some people (approximately 1 out of 4000 persons) may face convulsion or head rush (dizziness) due to sudden movements of light like watching TV or playing computer games, even though they might had no previous disease background.

If you had any convulsion or Decrease Of Awareness or any neurological disease background, you should consult your physician before starting computer games.

Parents must watch out for their children as they play. In case you or your children have ever faced below symptoms, stop playing the game and immediately go to nearest medical center near your residence:

Convulsion, head rush, sudden spasm of muscles, decrease of awareness, change in vision, involuntary movements and dizziness.

To reduce probable injuries during playing game please pay attention to the followings:

- 1- Keep enough distance away your monitor.
- 2- Use smallest monitors.
- 3- Never play when you're exhausted or sleepy.
- 4- Keep enough light in your room.
- 5- Rest after each 10-15 minutes of playing even though you don't feel tired.

Menu

- Main Menu



1- Continue

By selecting this option your last game will automatically be loaded. When you're starting new game this option is deactivated.

2-New Game

To start new game, select this option. In the next screen you have to select the level of difficulty.

3- Load Game

To load each level you already saved, select this option. In the next screen, just select your desired level and click on Load button.

4- Profiles

If there are more than one player playing the game, it is suggested to create a special profile for each player in order to manage saving levels efficiently.

Profiles will preserve your personal settings like resolutions, sounds and etc for your own.

All saving levels will neither be disclosed nor can be used by other players.

To check the active profile, please take a look at the box below main menu.

- **First performance**

When you start the game for the first time, you are requested to enter a name for your profile.

- **Creating new profile**

If you already played the game and now want to create a new profile, go to profile menu and select **New Profile**, then enter a new name for your new profile and **confirm**.

- **Changing your profile**

If you need to change the activated profile, go to profile menu, click on your desired profile then select **Profile Selection** option

- **Removing profile**

To remove a profile, first select your desired profile then click on **Delete** option.

It should be noted that if you remove a profile, all its settings and saving levels will be deleted and cannot be restored.

5- Extras

Here some of game's concept arts have been presented.

6- Credits

All people having a role in producing the game have been listed here.

7- Exit

If you want to leave the game, click on this option.

Menu

- Local menu



1- Return

You will return to Game when you click on this option.

2- Help

Garshasp's all combined hits and method of their implementation have been indexed [here](#).

3- Return from checkpoint

If you choose this option, game will be automatically loaded from the last level saved by game itself. This option cannot be selected and be removed as soon as you return to main menu.

4- Exit

By choosing this option, you will be asked to select either going to main menu or leave the game completely.

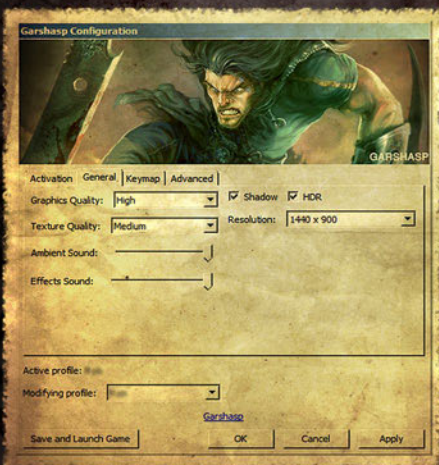
Settings

If you need to change game's settings, you should use GarshaspConfig.exe file. This file in the installation location exists.

• Graphic settings

(General)

In this screen you can change your desired graphic settings.



(Advanced)

In this section you can change your desired advanced graphic settings.



Hitasp, The Golden Crown

Hitasp the golden crown, king of Oshidarn, a witched deeve who rebelled after Azhidahak chained Fridun. He built a stronghold on top of the Oshidarn mountain and ruled over the land. The story begins when this Golden crown deev and his followers attack the city of Aryasp, where was the homeland fore many pahlevans, including Garshasp.

It was believed that this deev owns a fortress on top of mountain, high above the clouds.



Gandarva

- **Habitat**

Aquatic, used to nest in Farakhkart lagoons.

- **Specification**

A huge, monstrous deev with body full of hard spiky shells. He wears a long red beard which is normally woven and hanged around his neck like a necklace. This deev used to have 2 heads, one has been cut off in a battle. His skull is hiding inside an oyster shell like cover which ends up with a long and sharp blade.

Once Garshasp's axe cut one of his heads off in a battle, it left a big scar of sharp shell instead.

- **Abilities**

As long as Gandarva is inside the water, he is invulnerable in action because he is supported by evil creatures of water. But outside the water, he can be conquered. Gandarva has an armored body and skillfully strong arms. His teeth are poisonous and his jaws can be opened unbelievably as if he can swallow a cavalry pahlevan with his horse.

- **Appearance**

An armored monstrous deev, spiky and crab like.



The Red Dragon

For thousands of years, the red dragon has been living on the peaks of the Oshidarn mountain. The glow of their eyes brings ultimate fear for the deevs and so Hitasp, who could not stand witnessing the eyes of these legendary creatures, turned them into stones.



Arzoor

- **Race:** Viamboor

- **Habitat**

They normally live in forests, but may be hired by civilian deevs.

- **Specification**

Very strong and muscular deevs. Powerful arms and weaker legs make them sometimes run on four legs when chasing the enemy. The skin in the back of their neck is the thinnest part of the armor like body of this creature. They wear barbed necklace and shield around their neck to protect this part of their body.

- **Abilities**

Viamboors are rather stupid creatures. Having no knowledge of effective fighting or military talents make their strength useless in some extent. Although they have weaker vision, their sensitive nose is hidden behind a metal mask. They sometime throw stones at their enemies.

- **Appearance**

These deevs have much stronger upper body compared to their weaker, bended lower body. They have small heads with rather smaller undeveloped eyes and ears. Their arms are very strong with long and powerful claws. As they grow older, their skin turns from yellow to olive green.



Ashmoogh

- **Race:** Apaagaz

- **Habitat**

Apaagaz use to live in cities, working as hired soldiers. Their main home is in rocky mountains, hence many of them make their living by guarding the temples of the deevs in the mountains.

- **Specification**

They have a rather supple, small body. They have ability to carry loads of cargoes, which is why they used to work as miners for deevs. They always wear heavy helmets and spiky shields.

- **Abilities**

They are very skillful in using spike club. So quick and supple. Mentally retarded and never overcame language.

- **Appearance**

Bended backbone with long arms and big snout. Their urine is poisonous.



Ashmoogh

- **Race:** Vizbarish

- **Habitat**

Vizbarish belongs to a primitive race of Ashmoogh who live in deserts and jungles.

- **Specification**

The Vizbarish paint their face and bodies based on their relation to their tribes and groups. These paints will help ordinary people identify them. Sometimes it may happen that 2 enemy tribes wear the same paint on their bodies. However, the best way to identify them is the way they paint themselves. These Ashmooghs are in constant fighting with their neighboring tribes but as soon as they face humans or Ahooras they unite to trap them. Vizbarishs are cannibals. Some of them are familiar with archeries skills and may be hired by deevs for deploying in war far away from home lands.

- **Abilities**

Vizbarish ashmooghs do not have much abilities on their own so they seem to be weaker than a human pahlevan. They usually tend to attack in groups and they are very skillful in producing sword and daggers from wood and stone. They strongly believe to the fact that what they whisper in the heat of the battle may paralyze their enemies. But this belief most probably seems to be wrong.

- **Appearance**

These creatures are Ashmooghs with medium height, supple skinny body, long ears and wrinkled hairless skin with paintings all over their body drawn by ash.

- **Links**

Ashmooghs worship Kheeshma deev. They follow what they are ordered by deevs. Sometimes they run businesses with people living on the corner of the jungle, but they are blood thirsty to Ahooras.



Maned Ashmooghs

- In Iranian mythology

is a name of deceiver deev who is responsible for all clashes between friends. In other words, that is the title Zarathustrians used to name for demons, evil creatures and deev worshipers.

- In Garshasp game

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Pitisha the Yellow Deev

- **Race:** Pistisha

- **Habitat**

They live on mountains specially in Oshidarn.

- **Specification**

They are tall and strong deevs with yellow skin and small thick horns like cow horns. Their ancestors used to have wings. They once get involved with Vayu and the curse of this heavenly creature [Vayu] made their wings disappear. All were left from their wings were just two moving sharp blades on their shoulders which could be used as a deadly stings. They are skillful blacksmiths, and can produce sophisticated shields and battle axe.

- **Abilities**

These powerful vampire deeves are uncivilized and primitive creatures. That is the reason why they cannot be promoted to higher levels where Deev leaders stand. A bite from their back blade can infect body and bring death.

- **Appearance**

Tall, muscular and bended body with small eyes and protruding snout. Their skin is yellow and glowing in the dark. They love to grow long fur on their legs as a sign of luck so they wear leg sections made from horse tails beneath their knees.

- **Links**

Pitishas live on Oshidarn mountain and politically obey Hitasp the golden crown.



Khishma (Aeshma)

In Persian Mythology: This is the deev representing anger and frustration.

In the game: One of the main deev's who guides the forces led by Hitasp to attack and raid the villages. They wear heavy armour and use a big mace to crush all living creatures in front of them.





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