

COMMANDER KEEN

in



MINIMUM SYSTEM REQUIREMENTS

OS >> MS-DOS 2.0 OR SUPERIOR
CPU >> 286 12 MHz
RAM >> 700 KB FREE MEMORY
HDD >> 7 MB FREE SPACE
GPU >> EGA VIDEO CARD

RECOMMENDED

OS >> MS-DOS 5.0 OR SUPERIOR
CPU >> 486 OR PENTIUM-CLASS
RAM >> 700 KB FREE MEMORY
HDD >> 11 MB FREE SPACE
GPU >> VGA VIDEO CARD
SFX >> ADLIB-SOUND CARD

NUTRITION FACTS

90 CALORIES	2₀ SAT FAT 10% DV	50_{mg} SODIUM 2% DV	8₀ TOTAL SUGARS
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introduction

Who am I?

My name is Nisaba, which is actually not my real name, but most of the Internet Community knows me as Nisaba. So I guess I'll stick to it. I wish I was Canadian. And I'm far too old to still be playing Commander Keen. But enough about me, how are you?



What about the Keeniverse?

There are eight official Commander Keen games. Seven made for the PC in the early 90s, and I forgot about the other one. They are divided into trilogies, whereas only the in 1990 created groundbreaking "Vorticons" series can be considered as one. The gorgeous-looking "Galaxy" games, released in 1991, are actually more of a duology, as the third part is treated as a standalone. The tech-demo like "Keen Dreams" episode, however, is a topic in itself.

Confusing, right? And still, they're all worth playing. So, if you haven't already, stop reading and catch up with a legal copy of the original games at once.

What is the motivation behind "Foray in the Forest"?

"Foray in the Forest" settles in between the Vorticons and Galaxy trilogies and tries to bridge the gap with Keen Dreams to bring some sense to the chaos. Besides, the universe desperately needs more pixelated doughnuts, dunot you think?

Why this manual?

Due to the technical possibility to manipulate the source code directly, numerous fresh game logics have been added that have not been used or seen in any other Keen Galaxy mod before. Big shout-out to K1n9_Duk3! On the following pages, you will learn about the brand new innovations this game has to offer. We can't go into all of them, but will focus on the most important ones. When you are prepared, read on, brave soldier.

- A BRIEF OVERVIEW OF HOW IT ALL BEGAN -

2009 GAME DEVELOPMENT ANNOUNCEMENT BY MR. M.
2010 GAME IS ABOUT 30% COMPLETE
2012 FULL DATA LOSS DUE TO A HARD DRIVE FAILURE
2016 PROJECT IS PICKED UP BY NISABA
2017 DEMO RELEASE (REBUILD FROM SCRATCH)
2017 TRANSFER OF RECOVERED DATA BY MR. M. TO NISABA
2017 DATA ANALYSIS / RECOVERY ATTEMPTS BY NISABA & FLEEXY
2017 SPINOFF: ROOBAR - FORAY IN THE CHERRY BLOSSOM FOREST
2017 SPINOFF: LEVELLASS - SKATER SQUIRREL'S CHERRY CAKE CAPER
2019 CO-OP WITH K1N9_DUK3 & SWITCH TO SOURCE CODE MODDING
2021 SLOWDOWN IN THE WORK PROCESS DUE TO EFFECTS OF THE PANDEMIC
2022 PROJECT SUPPORT FROM MORE THAN 30 PCKF DENIZENS
2023 RELEASE V1.0 OF THE GAME

new features!

Video games of the 90's have adopted some features from those good ol' Arcade Machines that don't really make sense on Home Consoles or PCs. The save/load system, for one, undermines the logic of highscore boards, and collecting points has more or less lost its value.

True, the sound effects are extremely addictive, and you might feel proud to have conquered this challenge over there. But why collect any extra lives when you can save and reload every ten seconds?

For "Foray in the Forest" we shook up these foundations and came up with a new way of thinking about the reward system. Now...

... diligent point collectors can **unlock additional levels** and receive in return varying end-story elements. That's exciting!

... there is also a **perfect score** one can reach: 1,000,000 points! And the effort will be rewarded. It's worthwhile!

... saving however costs money! Okay, I exaggerate. But you do have to **trade a life for a savegame**. (Except on the world map, where you can still save scumming until your fingers bleed. Whee!)

"But that's almost as complex as thinking backwards. I'd much rather use the ol' mechanics." Well, persuaded. Of course, there is an **EASY mode**, in that everything works as usual. The differences at a glance:

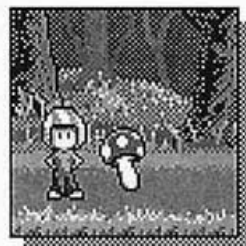


MECHANIC / DIFFICULTY	EASY	NORMAL	HARD	EXPERT
JUMP HEIGHT	+++	++	++	++
SAVING COSTS	NON	1 LIFE	1 LIFE	N/A
FLASK GAINS	1UP	2UPS	1UP	1UP
LEVEL LAYOUT	BASIC	MEDIUM	COMPLEX	COMPLEX
MAX. AMMO	25	25	20	20
FREE RETRIES/CHECKPOINT	3	2	1	0



more new features!

Checkpoints: When you come across a hopping little mushroom, just touch it and the checkpoint is activated. If you die during the level, you can restart from the checkpoint. May the magic power of mushrooms be with you!



Checkpoint

Checkpoints can also provide up to 3 free retries after a death. Even if you have no lives left, touching a checkpoint can still help you.

We have also added essential quality-of-life improvements to the game. You will love the quick-save & quick-load feature, which is only a keystroke away. And what is even better: you can configure each shortcut in the options menu to your liking. Neat!

Save Menu: **F2**

Load Menu: **F3**

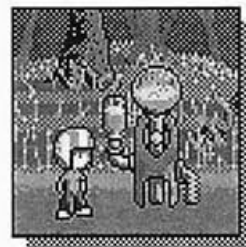
Quick Save: **F5**

Quick Load: **F9**



Keen's ammo is now limited to 25 or 20 shots. When his Neural Stunner is fully charged, our hero won't be able to pick up any more ammo. But don't worry:

Along the way you will find dispensers. They are said to contain highly concentrated Slug Slime. You can always return to one of them and refill your Neural Stunner.



Dispenser

An additional status window lets you scan the area for collectibles and items you haven't collected yet. The arrow points towards the nearest item of each category. If there's no arrow, it means the items are in a different part of the level.

ENTER

RIGHT SHIFT

EXTRA		LEVEL	
88500000		Hard	
SCORE		KEYS	
88468600		♦ ♦ ♦ ♦	
KEENS	89	GOODIES	
DROPS	72	? 2 2 2	
AMMO	25	2 2 2 2 2	

Standard Status Window

ITEMS DETECTED NEARBY:	
POINTS	KEYS
8831400	
86 CHECKPOINTS	
83 LIVES	GOODIES
89 DROPS	
AMMO	

Special Status Window

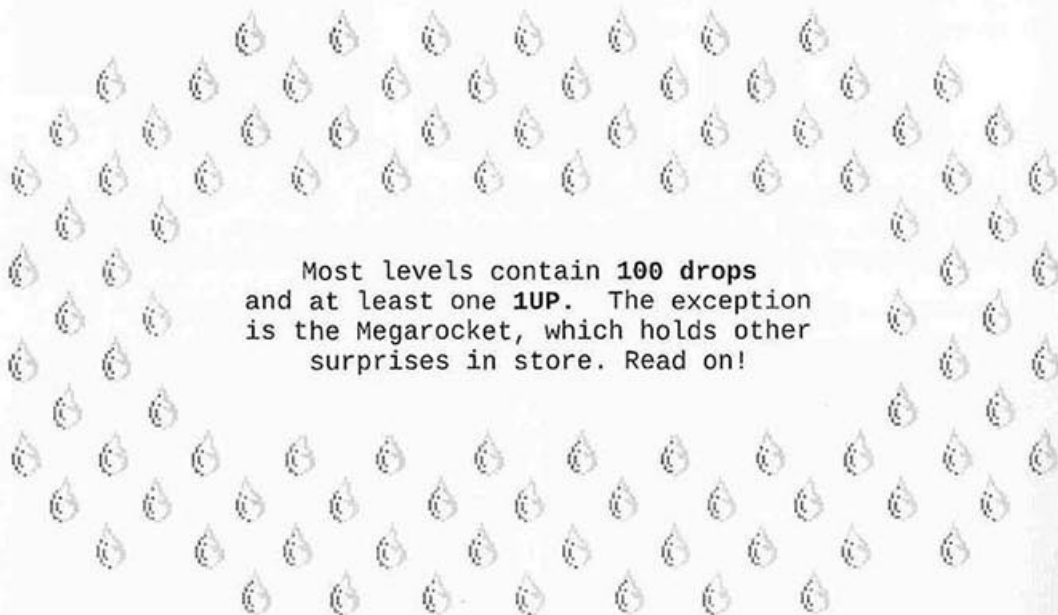
further improvements

BACKSPACE



score box

You can now turn the score box on/off during the game with a simple keystroke. This comes in handy if the score box blocks your view, so you no longer have to laboriously open the menu.



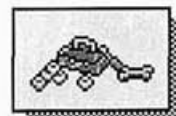
Most levels contain 100 drops and at least one 1UP. The exception is the Megarocket, which holds other surprises in store. Read on!



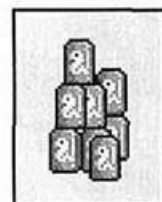
Neural Stunner
Prime Box full
to the brim



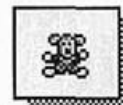
tune in to the best
intergalactic radio station



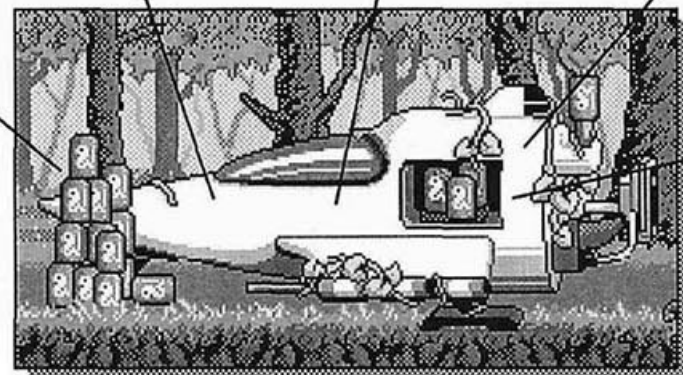
mysterious
toolbox to
return to



collect all
super secret
slug slime
soda



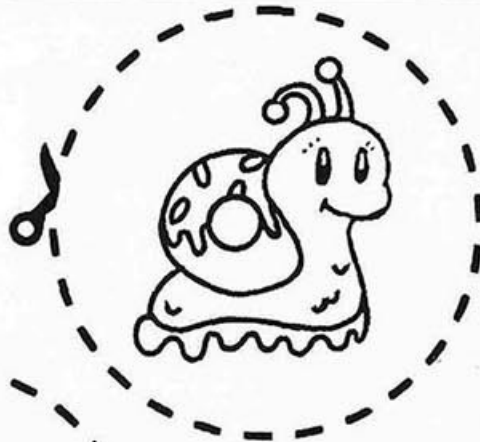
bring all
6 plushies
back home



It is worth returning to the BWB Megarocket every now & then. The further you progress, the more there is to discover here.

ABCDEFGHIJKLMNOPQRSTUVWXYZ

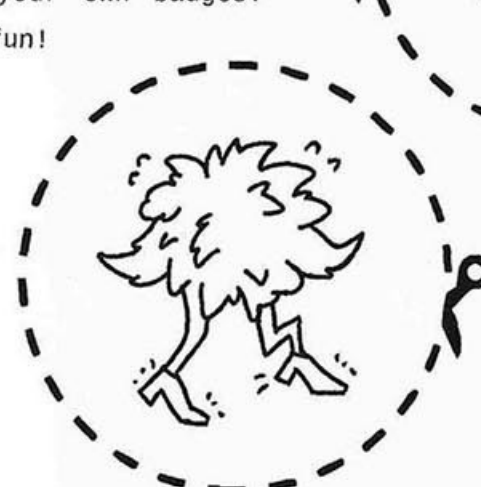
Some things never change, such as the SGA.



colouring keen

Here are some creatures that appear in *Foray in the Forest*! Colour them in! Copy them and cut them out! Create your own badges!

Have fun!



keen quiz / the game in numbers

Mr. 314, as his mysterious adversary calls him, does indeed have an IQ of an Intergalactic Hero. But is Commander Keen actually any good with numbers?

Test your knowledge in the following quiz:

- How many unique end-story sequences can be triggered in Foray in the Forest?
 - 1: in words: "one"
 - 2: WIN, LOSE
 - 3: the GOOD, the BAD, the UGLY
 - 4: GOOD, PERFECT SCORE, BAD, GAME OVER
 - 6½: same as (d) plus two additional end-story sequences as well as numerous variations
- Every level comes with at least one original music score. But how many songs does the game's soundtrack include in total?
 - 14
 - 6 + 8x "Too Hot to Handle"
 - 25
 - 39
- Sure, many biotopes of Gnosticus Π provide habitats for a wide variety of creatures. The only question is, how many different species cavort on the planet during Keen's visit?
 - 47 + 13
 - 21
 - 15
 - 14

Answers: 1. (e), depends on how you look at it, 2. (d), 3. (a), 4. (a,b,c,d,e & f), 5. (c), 6. (a), 7. (fautes vos jeux!)

Please note that some of these numbers still refer to version 1.0!

- On Gnosticus Π, every place has its very own character. How many levels are there actually?

- 19 playable levels
- 3 well hidden areas
- 2 very secret levels
- 1 extra bonus stage
- 1 unreachable level
- 47 levels in total (technically speaking)



- Candies, cookies, cakes: that's the good stuff! The variety of delicious sweets Lindsey has hidden for our sugar cravings seems endless. But how many different point items are there?

- 11 "mmm"
- 13 "delicious"
- 31 "yummy"
- 33 "belch"

- With all the numbers, it's easy to get confused and lose track. What is Keen's mission again?

- rescue all of his 6 kidnapped plushies *cough* Intergalactic Friends
- find companions for the Janitor: the easiest way would be to clone him... like 8 times
- find all 17 Secret Slug Slime Soda Cans
- collect 500,000 points to unlock the secret bonus stage
- achieve the perfect score for something special (perfect score = 1,000,000 points)

- It took 14 years to develop this mod. Phew! Who would have thought? A look into the crystal ball raises the question of which Commander Keen game will be the longest in coming.

- the official "TUIT"
- the splendid "Orbkeen".

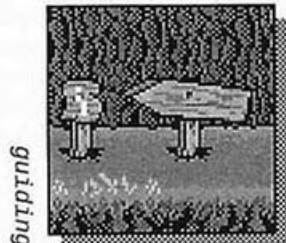
the game in tiles



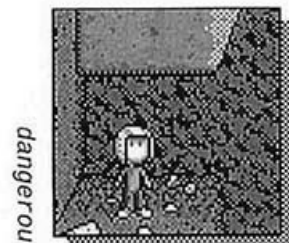
dancing
■ poles



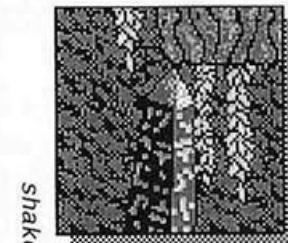
helpful
■ flotsam



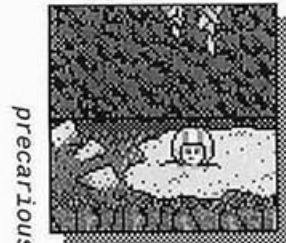
guiding
■ trail signs



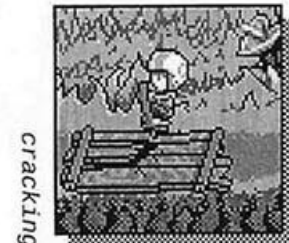
dangerous
■ stone blocks



shake
■ proof obstacles



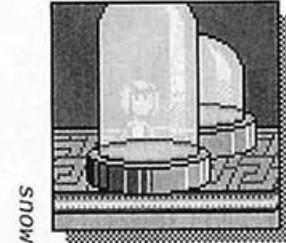
precarious
■ quicksand



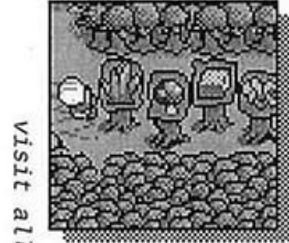
cracking
■ planks



secret
■ messages



snow
■ domes



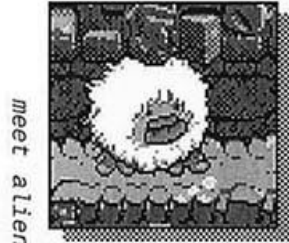
visit all
■ ends first



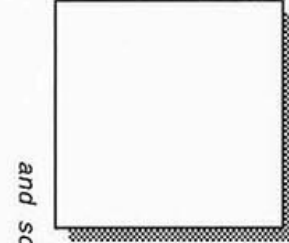
jiggle
■ and shake



rest for
■ a spell



meet alien
■ creatures



and so
■ much more



beware the
■ deep water



wade shallow
■ water



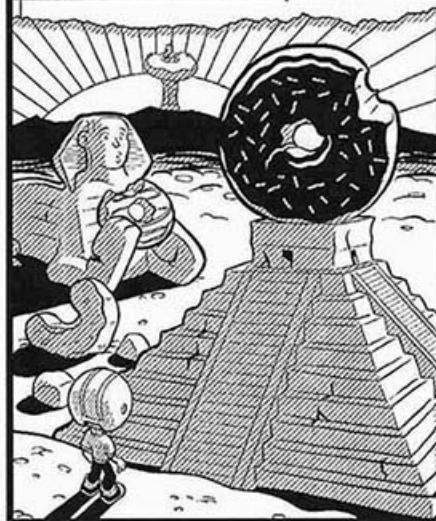
enter hidden
■ areas



perfect
■ score

meanwhile ...

Commander's Log: While exploring a deserted planet, I discovered ruins of an ancient civilization wholly devoted to the worship of deified breakfast pastries.



Scientific obligation demanded I conduct exhaustive research into this archaic culture.



Then, while fully engaged in studying their religious rituals, I experienced what can only be described as

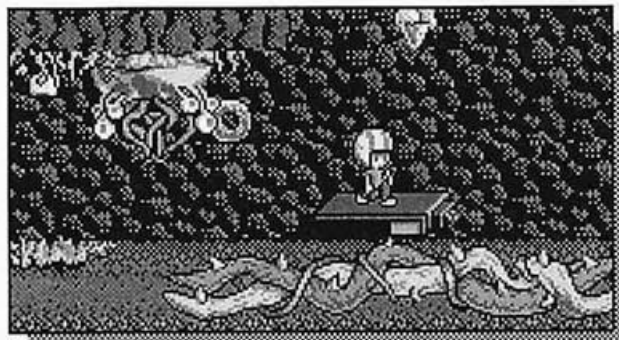


...Enlightenment.

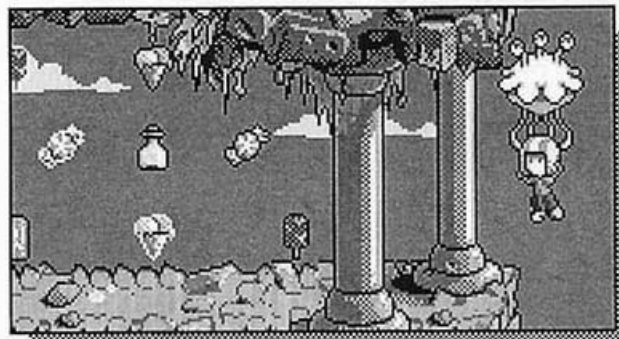


super secret screens

You may have played *Foray in the Forest* from start to finish. You may even have explored this planet with care. But if you think you know everything about Gnosticus π , you may be surprised. There are tons of neat things waiting for you to discover. To whet your appetite, we have put together a few top-secret screenshots here. But don't tell anyone...

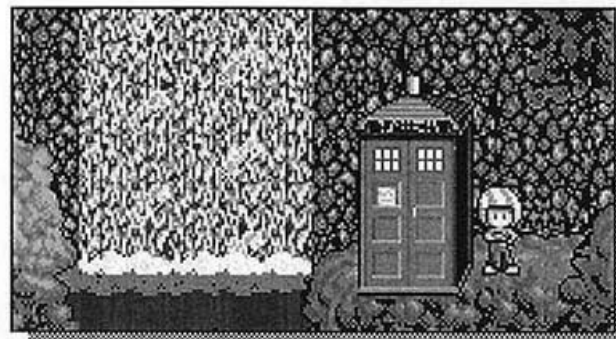
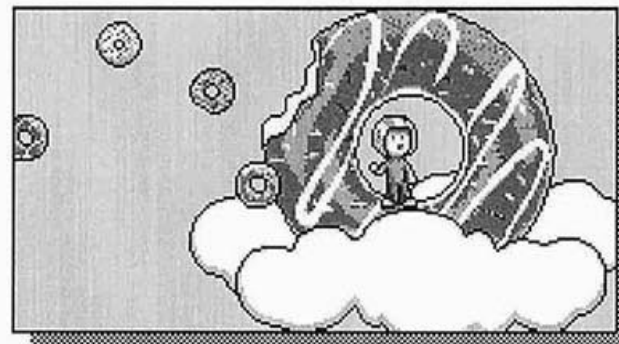


Have you been here?
Certainly no place for
sleepwalkers...



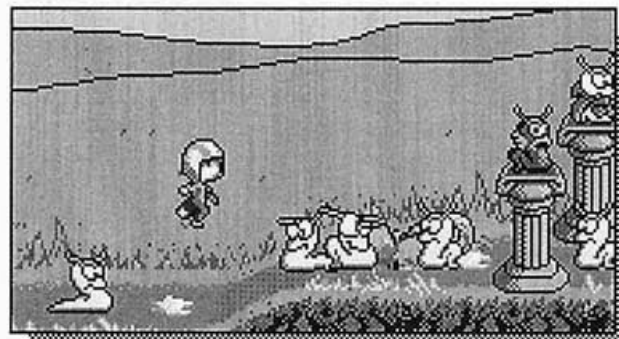
woweeeeeeeeeeeeeee!

Doughnuts as far as the
eye can see:
This must be heaven!



Time travel in relative
dimensions in space is
indeed possible...

A gathering of slugs?
In a forest glade?
Is that *the secret cult*
everyone is talking
about?



acknowledgments & legal stuff

First off, I'd like to thank Tom Hall and id Software for creating our beloved 8-year-old hero, with whom we experienced truly exciting and larger-than-life adventures (not only) as kids.

Very special thanks to K1n9_Duk3, Fleexy, kvee and eggs_box for your constant support throughout the years. Kudos, you guys rule!

Big thanks also to the Keen Community for your various contributions and moral support. For a complete and detailed list of all participants please consult the in-game credits section.

AND IN THE BEGINNING, GOD CREATED HEAVEN AND EARTH, AND LAWYERS. THEREFORE, THOU SHALT HAVE LEGAL STUFF IN ORDER. DIG IN, WHILE IT'S WARM.

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MANUAL ART DIRECTOR
NISABA

COMIC STRIPS & COVER ART
BOB "MORT" THEWES

PIN-BADGES
SPLEEN

COPY-EDITING
NOWHERE GIRL

SOME FORMULATIONS
DAVE "FLAOSE" ALLEN

FONT: JF JUNGLE ROCK
JESTER FONT STUDIO

FONT: JUNGLE ADVENTURER
TOKOKOO STUDIO

FONT: LIBERATION MONO
RED HAT

FONT: SILKSCREEN
JASON ALEKSANDR KOTTKE

FONT: ZAI REG MIGNON TW 1924
TOMASZ SKOWRONSKI

HASTILY INSERTED VERSION 2.0 UPDATE NOTES
K1N9_DUK3

MINIMUM
REQUIREMENTS

