

# CATACOMBIC



## GUIDE TO THE UNKNOWN



Illustration

♥ Marc Damois



### STORY:

HOWARD IS LOCKED UP IN A CELL ON ANTARCTICA. A WIZARD CULT IS ABOUT TO SUMMON A GREAT EVIL FORCE. WITH NO HELP FROM THE OUTSIDE WORLD, HOWARD IS THE ONLY ONE THAT CAN STOP THEM BEFORE IT IS TOO LATE.

THE GAME IS INSPIRED BY THE SHORT STORIES OF H.P. LOVECRAFT (1890-1937). LOVECRAFT IS SEEN AS THE FIRST HORROR WRITER. HIS TRICK WAS TO RE-USE FICTIONAL BOOKS, MONSTERS AND LOCATIONS IN HIS STORIES. MANY BOOKS, MOVIES AND GAMES COPIED ELEMENTS FROM HIS STORIES. LOVECRAFT ALWAYS ENCOURAGED THIS.

### HOW TO PLAY:

THIS IS A POINT & CLICK ADVENTURE AND ALL ACTIONS ARE DONE BY CLICKING ON THE LEFT MOUSE BUTTON.

CLICK ON THE RIGHT MOUSE BUTTON TO CYCLE THROUGH THE DIFFERENT MOUSE MODES.



WALK MODE



LOOK MODE



ACTION MODE



INVENTORY BUTTON



INVENTORY SCREEN

YOU MIGHT HAVE NOTICED THAT THERE IS NO SAVE OR LOAD FUNCTION. THIS GAME USES **AUTO-SAVE**. EVERY TIME YOU ENTER A ROOM, THE GAME IS SAVED AUTOMATICLY.

## BATTLESHIP PUZZLES:

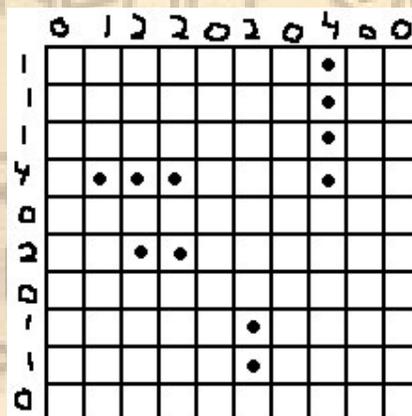
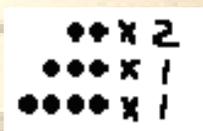
THE GAME HAS A BATTLESHIP PUZZLE. YOU HAVE TO SOLVE IT TO CONTINUE THE GAME. THIS PAGE EXPLAINS HOW THE BATTLESHIP PUZZLE WORKS.

FIRST LOOK AT THE CIRCLES AT THE SIDE OF THE BATTLEFIELD. IT DISPLAYS WHAT KIND AND HOW MANY SHIPS ARE ON THE FIELD. IN THIS CASE; TWO SHIPS WITH TWO SPACES, ONE SHIP WITH THREE SPACES AND ONE SHIP WITH FOUR SPACES.

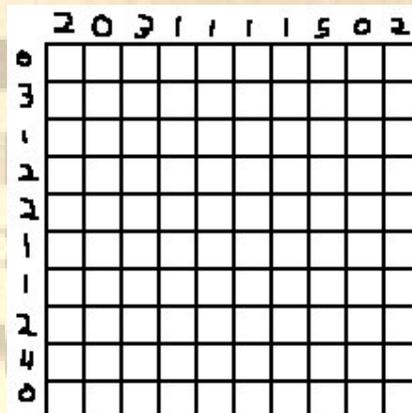
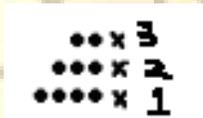
LOOK AT THE FIELD AND YOU'LL SEE THAT EVERY COLUMN AND ROW HAS A NUMBER. THIS NUMBER REPRESENTS HOW MANY SHIP SPACES LIE IN THAT COLUMN OR ROW. IN THE EXAMPLE, THE FIRST COLUMN IS ZERO. THIS MEANS THAT THERE ARE NO SHIP PARTS IN THIS COLUMN. THE COLUMN NEXT TO IT, HAS ONE SHIP PART IN IT.

THE SHIPS CANT TOUCH EACHOTHER, NOT EVEN DIAGONAL. IT IS UP TO YOU TO LOGICALLY FIND OUT WHERE THE SHIPS ARE HIDDEN.

EXAMPLE



TEST PUZZLE



YOU CAN TRY YOUR SKILLS IN THIS TEST PUZZLE. THE ANSWER IS ON THE LAST PAGE OF THIS MANUAL.

## NOTES FROM THE NECRONOMICON

Incantation for protection against the workers of the ancient ones.

SHAMMASH SHA KASHSHAPIYA KASSHAP TIYA!

Kima Tinur khuturghuna i'rim!

Lichulu Lizubu u Littaattuku!

E Pishashtashunu Kima meh naadu ina tkhi tikhtu!

SHUNU LIMUTUMA ANAKU LU'UBLUYI!

SHUNU LINISHUMA ANAKU LU'UONIN!

SHUNU LI'IKTSHUMAANAKU LU'UUPPATARI!

Tirrama shatuti Sha Kasheshti Sha Ruchi ye Ipushu

Shupi yi arkhish Uppu yush!

ZI DINGER GAL KESHSEBA KANPA!

## CREATOR'S NOTES

I USED RPG MAKER XP TO MAKE BACKGROUNDS. STILL, THIS GAME IS 100% PROGRAMMED IN AGS.

THIS MIGHT BE THE LAST TIME I USE RGP RESOURCES FOR ADVENTURE GAMES. THE SPRITES THAT ARE USED LOOK VERY NICE, BUT THERE ISN'T MUCH CREATIVE FREEDOM IN MAKING PUZZLES. FOR INSTANCE, THERE SHOULD HAVE BEEN A JAIL PUZZLE WHERE YOU HAD TO USE THE ROPE AND A MAGNET TO GET THE KEY FOR THE CELLDOR, BUT THERE ARE NO STANDARD ANIMATIONS IN RPG MAKER FOR THAT ACTION. AND SINCE I CAN'T DRAW THOSE KIND OF CHARACTERS, I CAN'T MAKE IT MYSELF. THE ROPE ITEM CAN STILL BE PICKED UP, BUT IT HAS NO USE.

ALL THE MUSIC WAS DONE BY ME, EXCEPT FOR THE INTRO AND OUTRO SONG. THAT WAS DONE BY GLACIAL. THAT SONG INSPIRED ME TO MAKE THE GAME.

I STARTED THIS PROJECT IN NOVEMBER, AND THE ONLY SNOW I'VE SEEN SINCE WAS IN THIS GAME. I USUALLY FINISH GAMES FASTER, BUT BECAUSE SOME VERSIONS OF AGS COULDN'T PLAY MY SM3 FILES, I HAD TO WAIT AND BOTHER PUMA-MAN TO FIX IT. I ALSO THOUGH SOME PUZZLES THAT I WANTED WERE HARD TO PROGRAM, BUT IT TURNED OUT TO BE A BREEZE. IT WERE THE LAST CUT-SCENES THAT WERE THE HARDEST.

GREETINGS AND THANKS TO ALL THE MEMBERS OF THE AGS COMMUNITY FOR MAKING THE FORUM SUCH A NICE PLACE TO SURF AROUND. [HTTP://WWW.ADVENTUEGAMESTUDIO.CO.UK](http://www.adventuregamestudio.co.uk)

(EXCEPT FOR FARLANDER. HE EIGHTER ACTS AS A SPOILED CHILD OR LIKE PROF. KNOWITALL. STOP FLAMING PEOPLE WITH DIFFERENT OPINIONS THAN YOU!)

FOR INFO OR QUESTIONS ABOUT THIS GAME, GO TO THE AGS FORUM OR MY SITE. [HTTP://THE-MAKERS.TRIPOD.COM](http://the-makers.tripod.com)

