ON THE RAIN-SLICK PRECIPICE OF DARKNESS

EPISODE ONE

TABLE OF CONTENTS

Story Introduction 2
Getting Started 3
Character Creation 3
Explorer Mode 4
Conversation Mode 5
Combat Mode 5
Special Attacks 6
Blocking 7
Fleeing 7
The Startling Developments Detective Agency 8
Pause Menu 9
Mini-Games 10
Balls and Holes 10
Flying Pricks 10
Vandalism 11
Prequel Comic 12

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STORY INTRODUCTION

Four Gods wait on the windowsill
Where once eight Gods did war and will
And if the Gods themselves may die
What does that say for you and I?

New Arcadia is a city that believes the past is long behind it - a past of twisted sorcery, grim pacts and vile gods that no one remembers. They are about to find out that the gods haven't quite forgotten them.

GETTING STARTED

Use the mouse to navigate the Main Menu choices. Left-click to confirm your selection or select cancel to back out of a sub-menu and return to the Main Menu.

New Game – Proceed to the Character Creation screen and start a new game.
Continue – Load the most recently saved game.
Load Game – Select and load any saved game, including an AutoSave.
Options – Adjust your graphics and volume settings.
Completed Games – Review the status of your completed games.

CHARACTER CREATION

Choose the look of your character, which will appear in both 2D cutscenes and in the 3D game world. Click on Name, Body, Face or Clothes to fully customize your character.

Name – Type a name for your new character.
Body – Customize your Gender, Body Shape and Head Shape.
Face – Customize your Hair & Headwear, Eyebrows, Eyes, Glasses, Nose and Mouth.
Clothes – Customize your Coat/Shirt, Pants, Shoes and Gloves.
Accept – Click to accept your new character and begin the game.
Cancel – Click to cancel your new character and return to the Main Menu screen.

EXPLORER MODE

On the Rain-Slick Precipice of Darkness uses classic point-and-click controls to direct your character through the game world; your party members will automatically follow along.

Scattered throughout New Arcadia are a variety of Characters, Adventure Items, Breakable Items, World Interactions and Hidden Collectibles. Move your mouse over any point of interest and the cursor will change if you can interact with it. Simply click to interact.

At any time during Explorer Mode, you can click on the Agency icon in the upper-right corner of the screen to visit the Startling Developments Detective Agency.

CONVERSATION MODE

During interactions with the citizens of New Arcadia, you will have opportunities to shape the conversation direction by asking questions or offering unique insights.

Press a dialog choice number, or click on it to choose and then click "Next", or press the spacebar to advance through the lines of speech.

You are not permitted to save the game or visit the Startling Developments Detective Agency while engaged in a conversation.

COMBAT MODE

Simply walk towards any enemy to enter Combat Mode. Enemies will warn you with a speech bubble taunt just before you get close enough to trigger a fight.

All combat actions are based on timed initiatives, measured with a dial-wipe meter. Only when one of your party member's meters is full will the corresponding Combat Action be available. Click a combat button once its initiative is full.

Each party member can perform one of three Combat Actions:

Basic Attack – Click on the Basic Attack icon and then click on an enemy you wish to attack.

Special Attack – Click on the Special Attack icon and then click on an enemy you wish to attack. Once the enemy is selected, a radial menu will appear above the enemy. Click on the Special Attack or Team-up Attack you wish to perform.

Inventory Item – Click on the Inventory icon to open your inventory and then click on the item you wish to select. Once an item is selected, click on the enemy or party member you wish to apply the item to. You may click directly on the character, or on their portrait at the bottom of the screen. Using an item is the fastest action you can take.

SPECIAL ATTACKS

Each party member has three special attacks to choose from, unlocked as they level up over the course of the game. Regular combat is paused while a Special Attack is in progress.

Player: Press the spacebar as the pointer passes over each target. Hitting all four targets will inflict maximum damage and make enemies "bleed" for a short time.

Gabe: Rapidly press the spacebar to fill the meter before time expires. Once full, wait for the bar to pass over the target zone and then tap the spacebar a final time.

Tycho: Match the corresponding directions, using either the arrows or the W, A, S and D keys.

BLOCKING

You can attempt to block any attack by pressing the spacebar. The better your timing, the better the result will be: if you block perfectly, you will awarded a free counterattack. The timing is slightly different for each enemy, and some are more difficult than others - watch their health bar for a clue.

FLEEING

At any time during combat, you can click on the "Flee!" button to end the combat encounter. You will not regain any used items, but there is no penalty for fleeing combat (except a burning shame that you will live with for the rest of your life).

THE STARTLING DEVELOPMENTS DETECTIVE AGENCY

At any time during the Explorer Mode, you can click on the Agency icon to visit the Startling Developments Detective Agency. Use the mouse to navigate the Agency and then click on an item to bring up its associated sub-menu.

Map – Travel to the different neighborhoods of New Arcadia.
Movies – View unlocked cutscenes.
Resume Game – Exit the Agency screen and return to your current game.
Dossier – View information on all the characters and enemies you have met in New Arcadia.
Case Log – Review your active Cases.
Inventory – Review the Adventure, Combat, Collectible and Bonus items you have collected.
Music – Listen to your unlocked music tracks.

PAUSE MENU

At any time during the Explorer Mode, or in the Agency Screen, press the Esc key to access the Pause Menu:

Resume Game – Close the Pause Menu and return to your current game.
Load Game – Select and load any saved game.
Save Game – Save your current progress.
Options – Adjust your graphics and sound settings.
Exit Game – Quit your current game and return to the Main Menu.

Press **Ctrl-S** to quicksave. In addition, the game will often save your progress automatically. You may load a quicksave or autosave via the Pause Menu or the Load Game option available from the Main Menu.

MINI-GAMES

Upon finding a carnival games vendor in the world, click on him to begin playing one of three mini-games. Winning a mini-game will earn you valuable Tokens! Press the Esc key to quit out at any time.

BALLS AND HOLES

- Click on a ball to pick it up from the dispenser.
- Click anywhere on the lane to place the ball.
- Click to set a direction.
- Click to set the power.
- You have a limited number of balls, so roll carefully.

FLYING PRICKS

- Use the mouse to aim at the floating balloons.
- Click to throw a dart.
- Pop as many balloons as possible.
- You have a limited number of darts, so choose your targets carefully.

VANDALISM

- Click to stop the top meter and aim horizontally.
- Click to stop the side meter and aim vertically.
- You have four chances to knock over as many bottles as you can.

PREQUEL COMIC

Hermitoths like to live in man-made things. They start out small, and spend their adolescent period in trash cans or cars.
They eventually graduate to things like manor houses or beloved monuments.
We saw one in an ice cream stand once. It was chilling.
CRUNCH
I punched it in one of its beaks. That's right, I said beaks.
That's like... more than one beak.
If you let this thing go, ma'am... It will rise up on its haunches and scuttle away, wearing your home on its back.
That's wonderful! We were thinking about moving to the city.

Maybe I'm not explaining this right.
My son-in-law said it could be bats.
Your son-in-law is an idiot. In fact, when we're done here, fighting this demon? Which is most assuredly not a bat? I'm gonna...
Whoa!

God dammit.
We're not getting paid for this one, are we.
Nope. This one's on the house.