SHADOWCRYPT

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Shadowcrypt is a challenging arcade game of tactical sword & shield combat. Quick reflexes, timing, and keen observation of enemies are key to survive the deadly catacomb! You play as a hero who is the last of an ancient order sworn to battle corrupted sorcerers. Pick up weapon upgrades along the way, find the Necromancer and defeat his horde of undead warriors through a series of labyrinthine rooms and torch-lit corridors.

Features:

- Engaging and visceral melee combat that keeps you on your toes.
- Authentic hand-drawn pixels and animation.
- 70+ non-linear rooms.
- Weapon upgrades and elemental enchantments.
- Old-school arcade gameplay that will challenge your skill & reflexes.

ABOUT

Shadowcrypt is a passion project by One-bit Punch, an animator and one-man game developer. The game was inspired by classic NES titles such as Zelda II: The Adventure of Link and the Castlevania series. For more information, please visit **www.onebitpunch.com**. Thank you so much for playing, and I hope you enjoy the game as I have in making it!

SYSTEM REQUIREMENTS

Windows: Windows XP
Processor: Intel Core 2 Duo
Memory: 1GB RAM
Graphics: 1280x720 Resolution
DirectX: DirectX 9.0c
Controller Support: XInput Controller Support

OS X: Mac OS X 10.6
Processor: Intel Core 2 Duo
Memory: 1GB RAM
Graphics: 1280x720 Resolution
Controller Support: Unavailable (bundled keyboard mapper requires at least OS X 10.7 to run)

CONTROLS

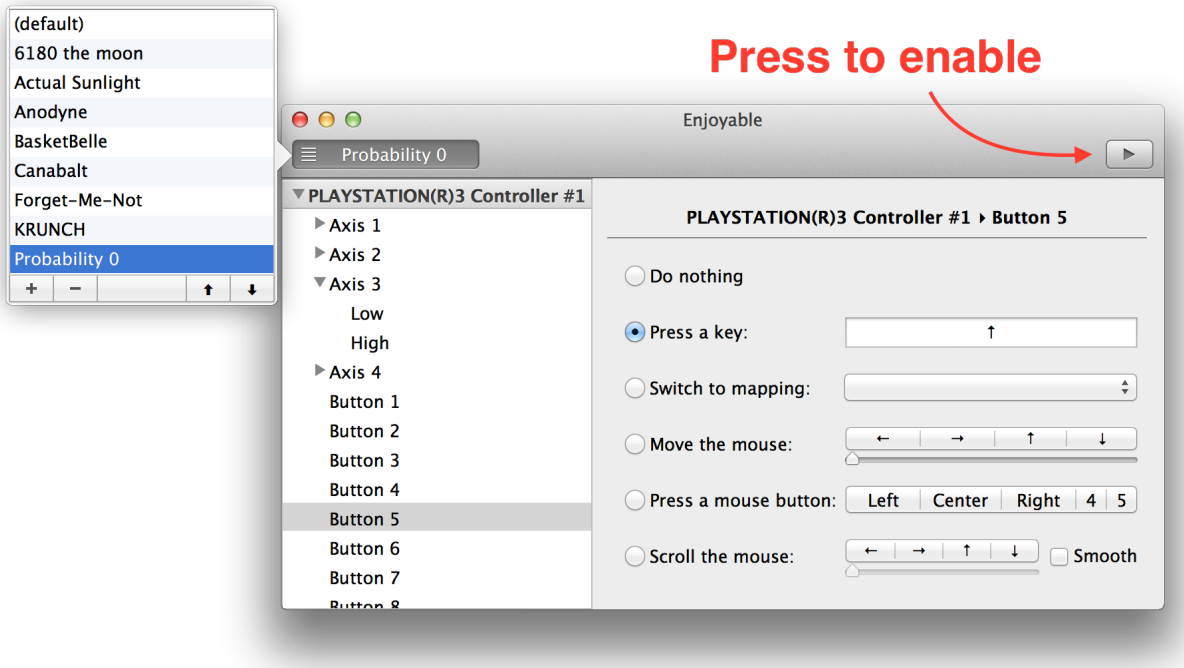
Control inputs are configurable under **Controls** option in the title menu. If you are using Windows, you will need to run the game under an administrator account to enable control rebinding. Menu navigation with a keyboard (both in Windows and OS X) uses ARROW keys for navigation, ENTER key to **accept**, and ESC key to **cancel**. Menu navigation with a gamepad (in Windows only) uses A or START button for **accept**, and B or BACK button for **cancel**.

Windows:
The game supports both keyboard controls and XInput-compatible gamepads. Both Xbox 360 and Logitech F310/510 controllers are highly recommended. Please note that 3rd-party controller emulators such as Better DS3 or MotioninJoy have not been tested and are not officially supported. Due to technical issues DirectInput controllers are not supported.

OS X:
Gamepads do not natively work in OS X because joystick functions that exists in Game Maker for Mac is currently in a broken state. As a workaround, a free keyboard mapper is provided with the game (see below for further instructions).

Instructions for Keyboard Mapping:

Enjoyable (version 1.2) is a Mac keyboard mapper app that makes your gamepad or joystick input work like a mouse and keyboard. It is completely free to use, however it will work only with OS X 10.7 and later versions. First you need to map the gamepad accordingly (see last page of this manual for reference). Before launching the game, make sure Enjoyable is already running by pressing the play button, as shown below:



EXTRA OPTIONS

The following extra functions are available:

1) Press '**0**' key = Toggle between fullscreen and windowed mode in runtime.
2) Press '**1**' key = Toggles the frame rate display on/off.
3) Press '**2**' key = Toggles brightness level UP in Windows, while in OS X brightness level toggles DOWN.

Please note that on the Mac, switching between fullscreen & windowed mode around 4-5 times can cause the game to crash. This is caused by a longstanding issue with Game Maker for Mac. Currently there isn't any reliable workarounds, so as strange as this may sound, just remember not to toggle fullscreen 4-5 times!

GAMEPLAY

1. Weapons:



Sword: Primary & melee damage dealer. Enemies can randomly drop swords with better damage stat. Magic-enchanted swords has 10% chance to trigger elemental damage when striking enemies.



Spear: Secondary & long-ranged damage dealer. The hero can only carry a limited amount (9 maximum) and needs replenishing. Magic-enchanted swords grants elemental damage to the spear that will 100% always trigger when enemies are struck.



Shield: The hero can use his shield to passively block enemy attacks when stationary, but leaves himself open and vulnerable to attacks when attacking, jumping, climbing or moving about. Enemies can be knocked back with the shield when they get too close. Enemy projectiles can also be parried in this manner.

There are 4 types of shields available, and 3 of these are upgrades which enhances the shield's defensive/offensive capability:

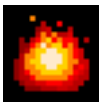
1) **Buckler (Green):** Basic default shield that the hero always starts off with.

2) **Defender (Blue):** Has 10% chance to stun enemies for a couple of seconds.

3) **Hammer (Purple):** Has 10% chance to reverberate and create greater knockback effect.

4) **Avenger (Red):** Has 10% chance to damage enemies based on the average value of a sword's damage range.

2. Elemental magic:



Fire: Burns enemies which deals additional double hits that are based around 5% of the sword's minimum damage value.



Ice: Chills and freezes enemies, rendering them completely immobile for a few seconds.



Lightning: Shocks enemies with electricity that knocks them back. Throwing spears can pierce through multiple enemies.

3. Items:



Heart: Replenishes 1 bar of the hero's health.



Extra Heart: Replenishes 2 bars of the hero's health.



Key: Most of the stone gates in the catacomb are locked. The hero will need to find keys to pass through them.



Candle: Rumour has it there are dark rooms & tunnels within the catacomb long abandoned or forgotten by its original keepers. These places are always pitch dark and dangerous to traverse without some form of lighting.

PRO TIPS

1. Rushing headlong into battle situations will only ensure the hero's quick demise. Patience, good timing and positioning are key! Observe enemy patterns and then react accordingly.

2. The shield is essential for the hero's survival. Not only you can use it to block attacks, the undead warriors are relentless and will constantly try to invade into your space. This is where your shield bash ability comes into play. Stand your ground and push them back when they get too close!

3. The throwing spear is an effective long-ranged weapon made even more powerful with elemental enchantments that always triggers. However use it wisely, as it needs replenishing and can be blocked by enemy shields.

4. The shield is unavailable to the hero when equipping a throwing spear, and vice versa.

5. Beware that some enemy attack patterns cannot be blocked in certain situations (for example, an enemy's overhead sword swing has a much wider arc than normal thrust attacks). It is up to you to discover what these exceptions are and how to effectively defend against them!

6. The hero is able to parry enemy projectile attacks with his shield, should you choose to do so. Parrying projectile attacks requires good timing to pull off without the risk of getting hit, but comes in extremely handy in some tight situations when the hero needs to bash enemies & block attacks at the same time. However passively blocking with a shield is still considered the safest method of defence.

7. When the hero's health reaches zero, he will lose 1 life and then re-spawn at the doorway of the room just prior to the current one. Any weapon upgrades will be lost and both sword & shield will revert back to the normal default.

8. Be on the lookout for wall signs in the catacomb. Some of them will provide you with hints on how to proceed.

KEYBOARD REFERENCE

NOTE: Enjoyable 1.2 remapper seems to require at least OS X 10.7 to run. This program has not yet been tested by me personally on OS X 10.6. If you already have another 3rd party remapper that works, by all means use that instead.

Use the following default input as a reference to configure the key mapper with your gamepad:

UP Arrow	=	UP
DOWN Arrow	=	DOWN
LEFT Arrow	=	LEFT
RIGHT Arrow	=	RIGHT
L	=	JUMP
K	=	ATTACK
J	=	SHIELD/SPEAR
H	=	ITEM PICKUP
SPACE	=	WEAPON SWITCH

Note that the arrow keys are the recommended way to map your character movements, as opposed to the default WASD keys. This is because the arrow keys have already been designated to control the main character movements as well as the menu screens.

Special thanks & credit goes to Joe Wreschnig and Yifeng Huang for creating Enjoyable and making it available for everyone. For more information please visit the official site: https://yukkurigames.com/enjoyable/