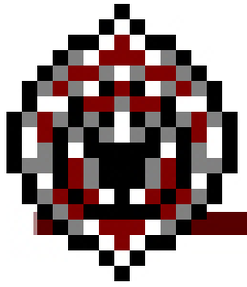

ÁCIDO CINZA
INSTRUCTION BOOKLET
STRATEGY
Ziggurat Chapter



Message from the Authors

Thanks for picking “Cataegis - The White Wind: Ziggurat Chapter” to be part of your game collection for the PC. This is a retro styled game with frenetic action paying homage to many beloved arcade games with fast paced reflection gameplay style.

This versions showcases the first stage of the main campaign, and the Ziggurat Mode, which is a different episode.

We hope you enjoy the game and keep up with its evolution enthusiastically - and forgive the rough edges here and there.

--Rodrigo Testa

Booting Up

- Double click the executable file where you installed your game.

- The default configuration when the game is run the first time are full screen and keyboard device controls.

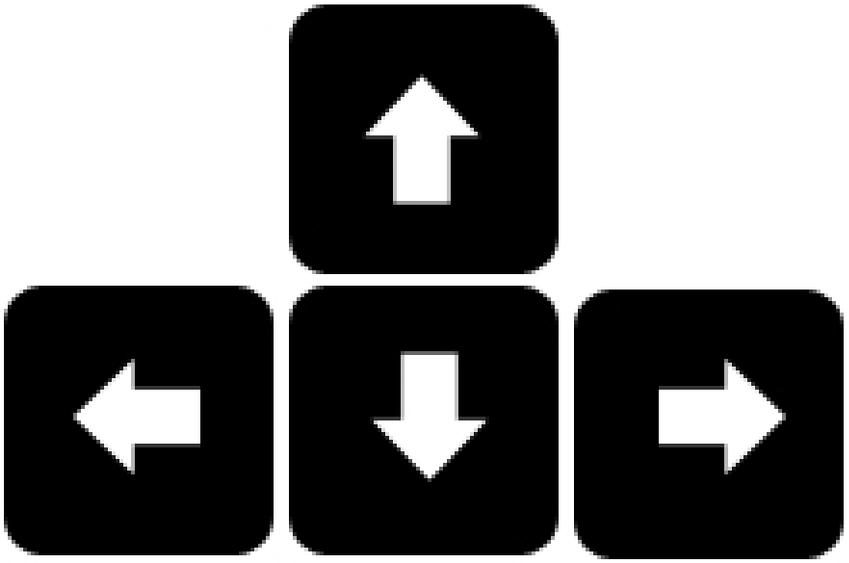
-If you wish to change the game's resolution, remap the keys or use a joypad, check the **Options screen** in the Title Screen.



Boot Up Screen

Initial Configuration

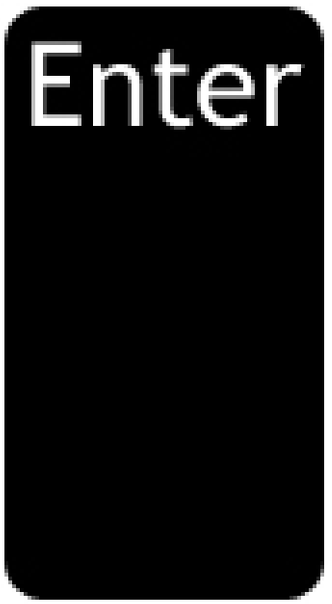
- Except for the system keys (F5 e F12), all these keys are remappable to the player's suiting.

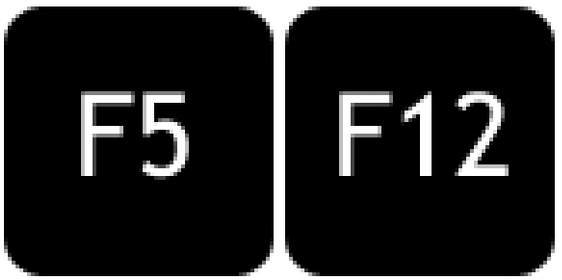


Arrow keys: move character /menu navigating



Z Key: Attack
X Key: Jump
C Key: Select
Enter Key: Start





F5 Key: Reset
F12 Key: Snapshot of the running game

Ishtar’s Advent

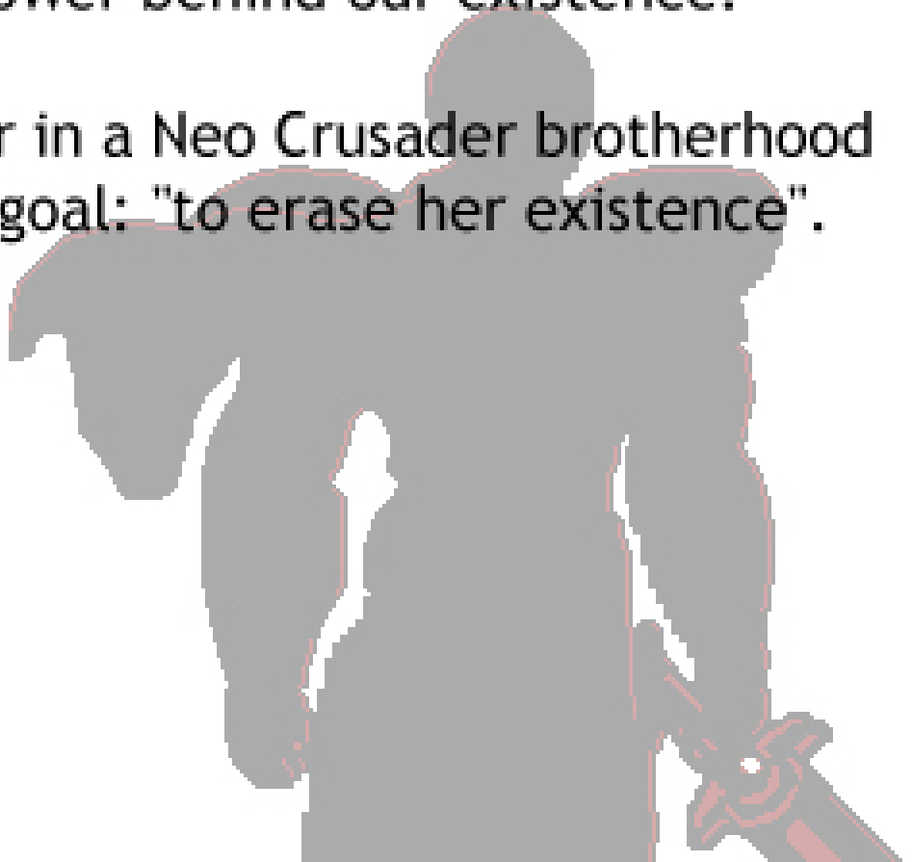
A massive devastation of unknown origins decimate a continent.

However, not a single person dies thanks to the intervention of someone calling herself Ishtar.

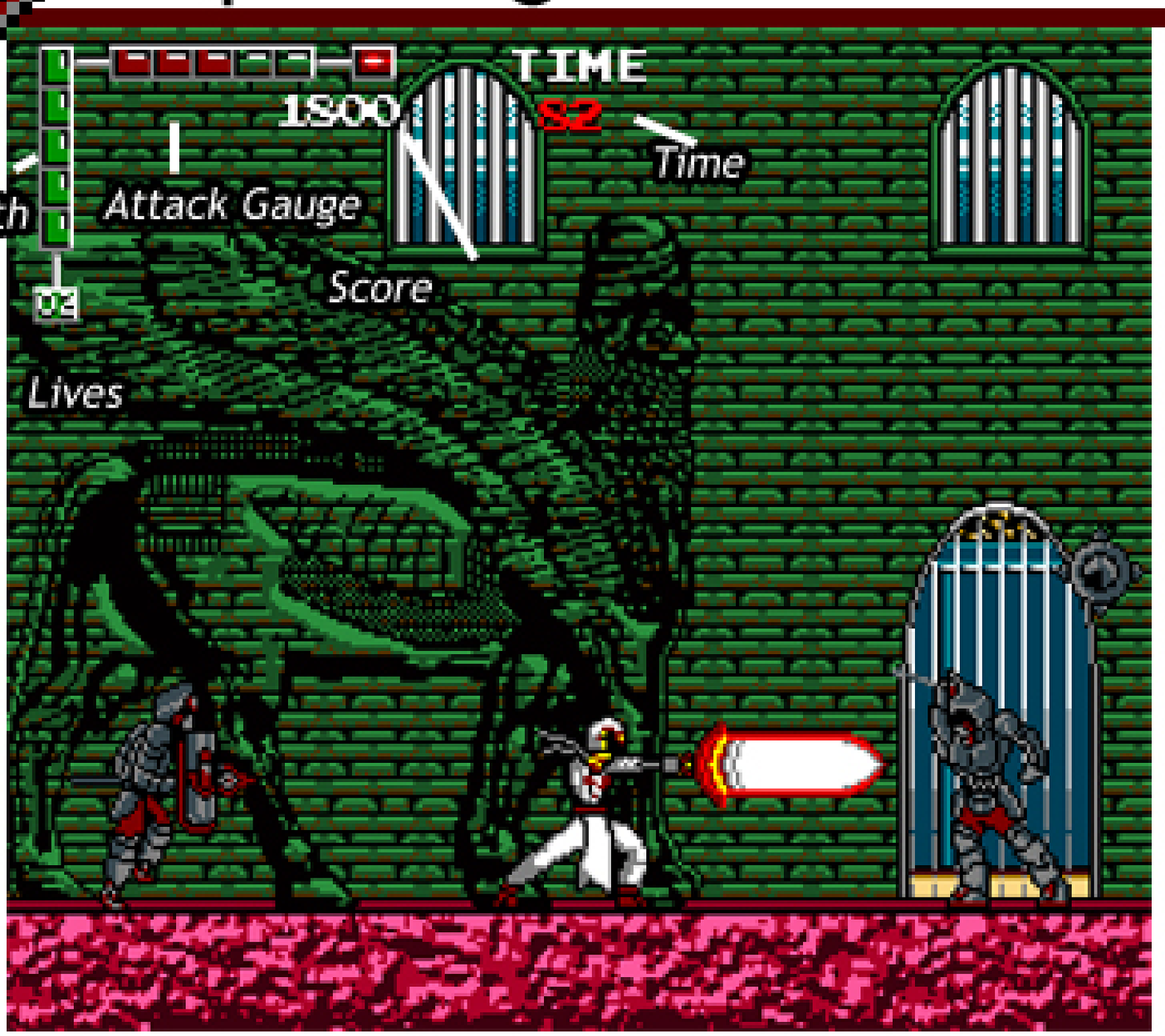
With godlike powers by preventing people to die, and a new era of cybernetic technology the 'goddess' brought with herself, war breaks out between Ishtar's faithful and the rest of the world to recognize her as the one true power behind our existence.

Cataegis, the top ranked warrior in a Neo Crusader brotherhood is sent to Ishtar's land with one goal: "to erase her existence".

This is how our tale begins.



Explaining the HUD



- You possess five units of health per life; when you lose all five, you lose a life, and when you lose all lives, the game is over;
- The attack gauge is needed to perform your special skills and it fills as you defeat enemies;
- The time serves only for extra points in the Ziggurat.

Controling Cataegis

Cataegis possesses a number of skills. These are the most basic ones:



Slash - push Attack. You may also attack while ducking or jumping.



Jump - press Jump to leap. Cataegis can perform a double jump while remaining in air; press Jump again to execute it.

Running - push a direction (left or right) twice and Cataegis will begin to run. You may also attack while running without halting your movement.

Slide - hold Down, push Jump, and while you keep Down held down, Cataegis will slide in high speed. It's a good evasive maneuver, and Cataegis is still able to attack while sliding.



Mastering your Arsenal

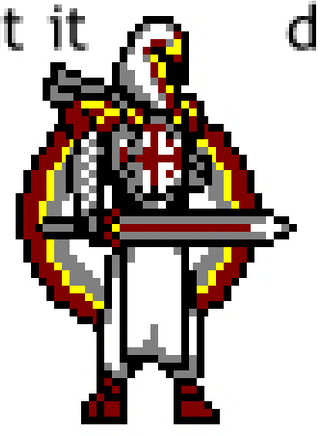
Cataegis does not possess only the standard sword: the sword can be charged and equipped with adaptors that improve aspects of its attacks. With the normal sword Cataegis starts the game with, you can charge it up and release a stronger, larger reaching attack.



This is the charged attack from the "Type 1" of Cataegis' normal sword. It takes up two units of the attack bar that fills up when you defeat enemies. To change between types, press "Select"; the icon next to the sword bar will change. Type "2" of the normal sword takes up all of your sword bar, but it does give you an impenetrable shield.

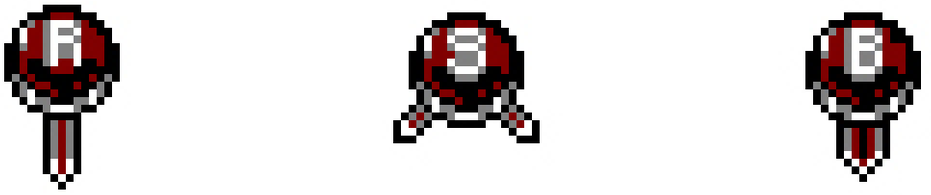


Attack Bar Gauge *Type 1* *Type 2*



Mastering your Arsenal

The containers that house items will hold the adaptors that change the attributesw of Cataegis' sword. They are the Reach Laser (blue blade), Split Wave (orange blade) and Bastard Sword (green blade).



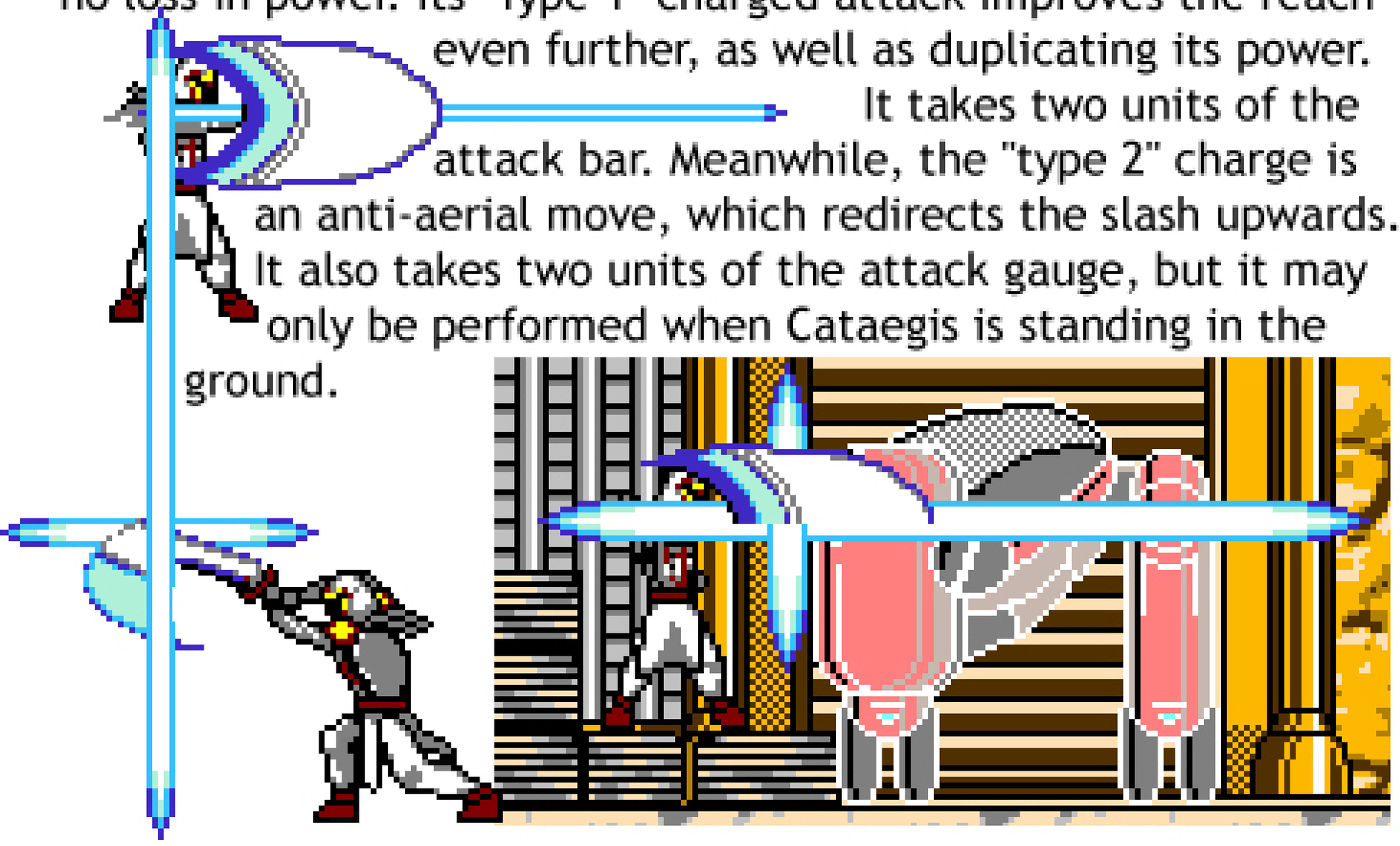
Reach Laser, Split Wave and Bastard Sword

Reach Laser amplifies the reach of Cataegis' sword with a longer slash; the Split Wave releases two small waves alongside the slash; and the Bastard Sword shortens the length of Cataegis' sword but doubles its firepower.

Do note that in the Main Stage you can only use one adaptor per time until you lose a life or pick a different one; in the Ziggurat you may alternate your weapons through the Pause menu.

Mastering your Arsenal

The normal Reach Laser normal improves Cataegis' range with no loss in power. Its "Type 1" charged attack improves the reach even further, as well as duplicating its power. It takes two units of the attack bar. Meanwhile, the "type 2" charge is an anti-aerial move, which redirects the slash upwards. It also takes two units of the attack gauge, but it may only be performed when Cataegis is standing in the ground.





Left to right: Reach Laser "Type 1" e "Type 2"

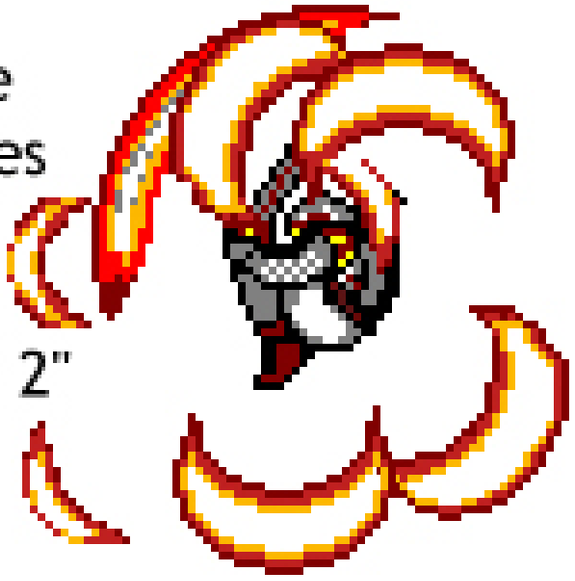
Mastering your Arsenal

Split Wave releases two slash waves diagonally, both upwards and downwards. But it is a more peculiar weapon, since alternating between "Type 1" and "Type 2" also changes non-charged attacks - though it affects charged ones as well.



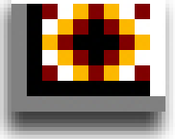
If you use "Type 2", when you leap and attack, Cataegis will do a spinning attack, followed by a slashing wave horizontally and one diagonally downwards.

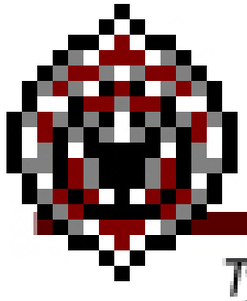
If you use the charged attack while in the ground, Cataegis will release 3 slash waves with long range but little firepower but that cost only one unit of the attack bar; in case you leap and then release a "Type 2" charged attack, you will release slash waves in every direction that deal more damage at the cost of 2 attack bar units.





Split Wave Type 1, left; and Type 2 at the right

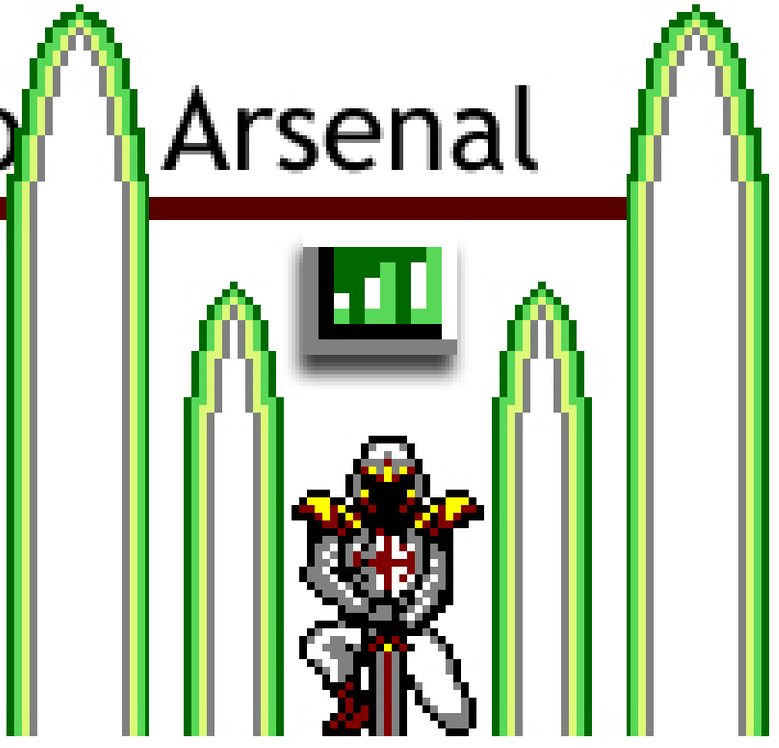




Mastering yo Arsenal

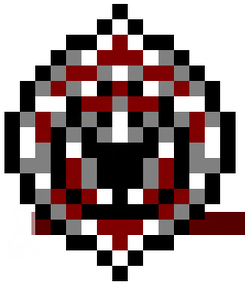
Type 1 down, Type 2 right





The Bastard Sword doubles Cataegis' firepower, but loses considerably in reach. Your "Type 1" charged attack (and both "Type 1" and "Type 2" air charges) triples its power and extends the sword a little beyond its normal size, at the cost of three attack bar gauges.

The "Type 2" charge attack can be performed only when standing on ground and it is as five times as powerful as your usual attack, surrounding Cataegis with energy waves. This skill takes out 4 units of the attack gauge and it has a harder handle from the moment it is activated to when the attack hits, but it holds the most destructive power of all the weapons.



Collecting Items



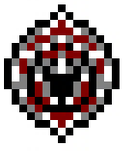
Scattered through the stages you find small containers that reveal items when they are hit. Besides the weapon adaptors, you may find the following:



Life Emblem: recovers two health points.



Sword Emblem: refills two points of the Sword Attack Gauge.



Caeliger Emblem: gives you an extra life.



Unknown Emblem: unlocks files in the Caeliger Data File in the Options screen.

The items will not always be in plain sight, and some may be hidden in walls that are about to break. Try hitting spots that may look suspicious.

The Ziggurat

Eventually, the Ziggurat mode will show up in the option list of the title screen.

In the Ziggurat Mode some rules change: you are able to change weapons when you access the Pause menu, and you can build items with the help of a blacksmith between each stage. If there is an exchange not happening in a text box, you can also speed it up with **Select.**

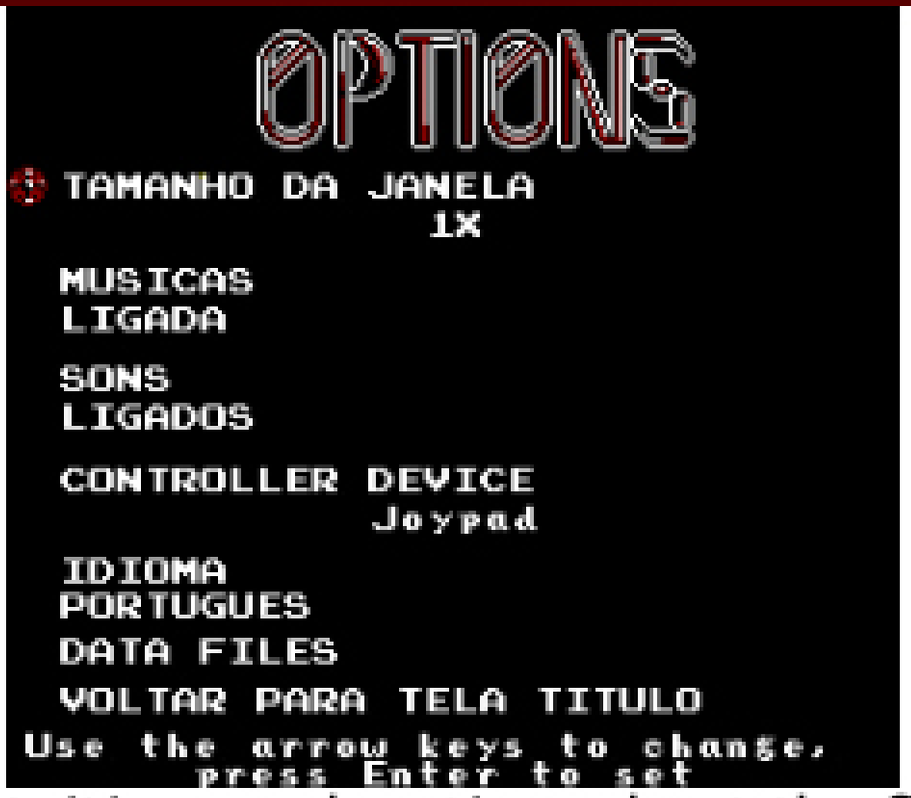
Moreoever, everytime you defeat a boss, their fate depends completely on you. Will you gain an ally, give someone another shot at your life, or someone who will remain indifferent to it?



This is all up to how you play, and your choices may affect the routes you take.

Which path to take is completely your choice.

Options Menu



Though rather intuitive, explanations about the Options screen:

- Musics and sounds are turned on if you press right, and turned off if you press left.

- To use a Joypad, connect it first, then press Enter to start configuration when the arrow shows up;

- The Data Files will show up as you collect them; they are all hidden.

The Ziggurat Four

There are four main arenas in the Ziggurat, each protected by a distinct warrior. They are:

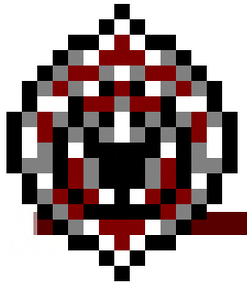


NECROMANCER: manipulates the corpses of the dead. Protects the Prison Halls level.

EURYALE: one of the Gorgons from the Ages of Myth, seems to hate Ishtar. Guards the Sky Arena.

The Ziggura[illegible]our





Contact

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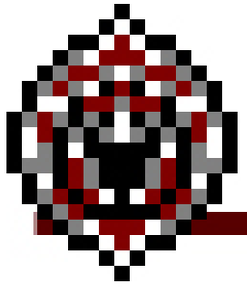
E-MAIL
cataegiswhitewind@gmail.com

We'd love to hear from you, so feel free to message us.



Credits

CATAEGIS THE WHITE WIND -ZIGGURAT CHAPTER-

STAFF

CONCEPT
SCENARIO
GAME DESIGN
PIXEL ARTWORK
MANUAL

RODRIGO TESTA

PENCIL ART
CINEMA & CHARACTER ARTWORK
PROMOTIONAL ARTWORK

CHAD LINDE

CHARACTER DESIGN

CHAD LINDE
RODRIGO TESTA

TEST PLAYERS

ALIASMOUSE
CHAD LINDE
MUTENMILLER
ROB STRANGMAN

ASSISTANT TRANSLATOR
BRICK MCBURLY

MUSIC COMPOSED BY

MAOUDAMASHII
http://maoudamashii.jokersounds.com/

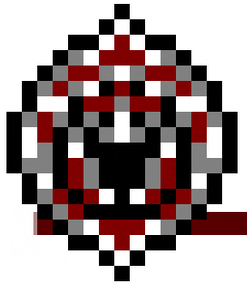
CYBER-RAINFORCE
http://www.geocities.jp/cyber_rainforce/

NICE*GUY
http://nicegay.jp/

SOUND EFFECT GENERATORS

SFXR
LABCHIRP

PUBLIC DOMAIN SAMPLES



Credits

CATAEGIS THE WHITE WIND -ZIGGURAT CHAPTER-

SPECIAL THANKS

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ATSUSHI TOMITA
DANILO DIAS
EMERSON KAWAGUCHI
GIOCO INDIE
GAME SIDE STORY
KOUICHI YOTSUI
KONSTANTINOS DIMOPOULOS
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