

# User's Manual



## Foreword

Good day, and thank you for trying out Cataclysm! For more projects and info about the game and the people who made them, please visit <http://www.angelfether.com>!

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## Story

You work for the Clysm Corporation, on the surface a morally upstanding defender of the people and construction company. When a giant monster comes calling, it is the Clysm Corp. that the city calls upon to drive it away, and then contracts the reconstruction to. They also deal with major natural disasters such as fires, earthquakes, floods and volcanos from time to time.

Your job? To ensure that everything you read above all goes according to the CEO's plans. The Clysm Corp. has a 'special' stake in every building reconstructed, and its goal is to have its hand in the workings of every major city in the world. Among its bag of tricks are bio and technologically engineered creatures, seismic generators and geologically-destabilizing charges planted along the sea bed.

And you thought they were nice people.

## About the Game

Cataclysm is a strategy game based around the idea of wanton destruction and monster parodies. The goal is simple: Earn as much money as you can and take over the world by any means available.

There is no online ranking mode, however feel free to compare scores with your friends!

## Getting Started



This is the first screen you'll see on starting up. The following options are available.

**New Game:** Starts a new game. If a profile already exists in that slot, you will be prompted whether you wish to overwrite it. Right click on an existing profile to delete it.

**Continue Game:** Loads a profile for play. If a profile does not exist in that slot, you will be prompted whether you wish to create a new one.

**Options:** 2 options are available: Windowed and Sound.

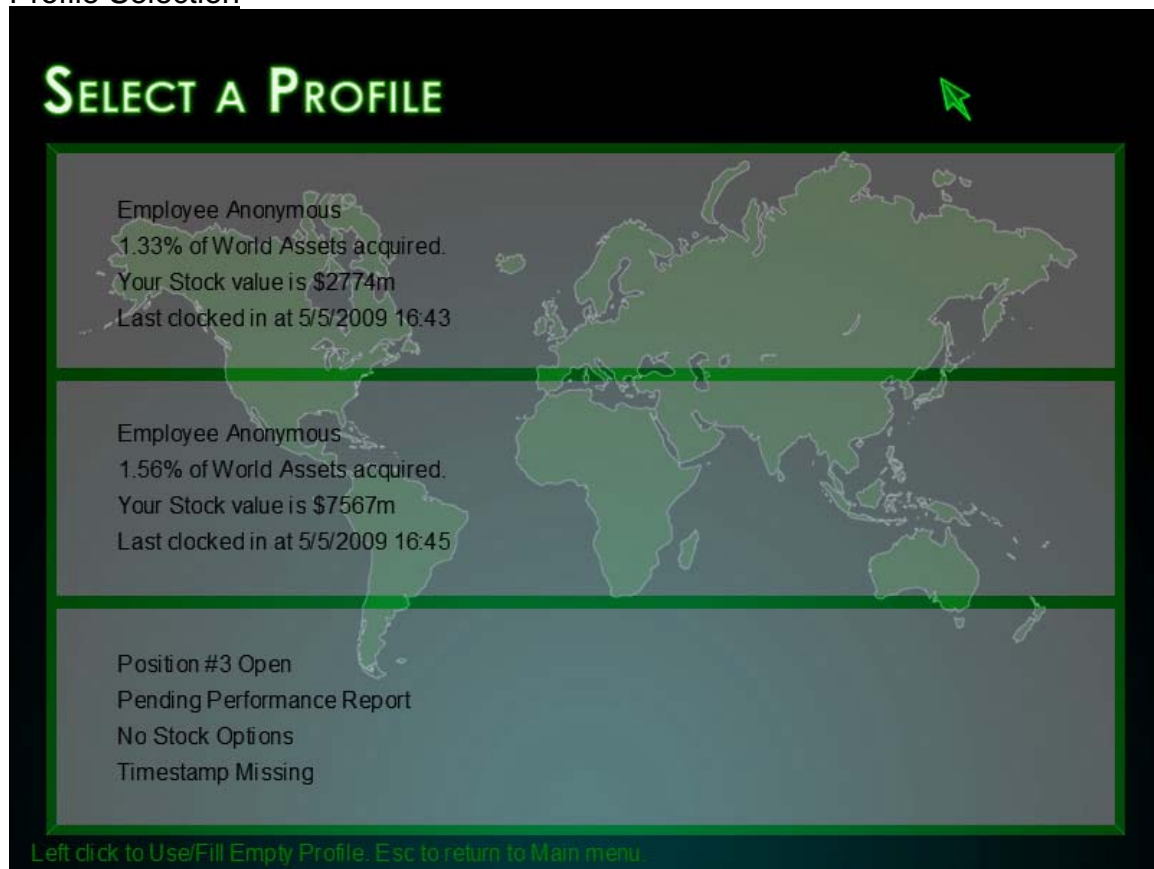
*Windowed:* Choose to play the game in Full-screen mode or windowed mode. The game loads up in Full-screen by default. (Shortcut: F4)

*Sound:* Choose to play the game with sound on or off. Sound is enabled by default.

**Credits:** See a list of people who made the game possible!

**Quit:** Quits the game. (Shortcut: Esc)

## Profile Selection



If you chose New Game, you can either choose to create a new profile, overwrite or delete existing ones.

If you chose Continue Game, you can either choose to load an existing profile, or create a new one.

Savegame info:

**Employee [Insert Name Here]** – Your profile's name

**[Insert number here] % of World Assets acquired** – The % of global domination you've achieved so far.

**Your Stock value is \$[Insert Value Here]m** – Your current high score.

**Last clocked in at [DD/MM/YY] [HH:MM]** – The last time this profile was played.

Press Escape (Esc) to return to the main menu.



Here is your center of operations. From here you may choose from a number of options.

**Rollover help** (shortcut H) – You can enable Rollover help in the World Map/Research modes by pressing the H key. It will give you an overview of each button's function (World Map), and each technology/monster's details (Research)

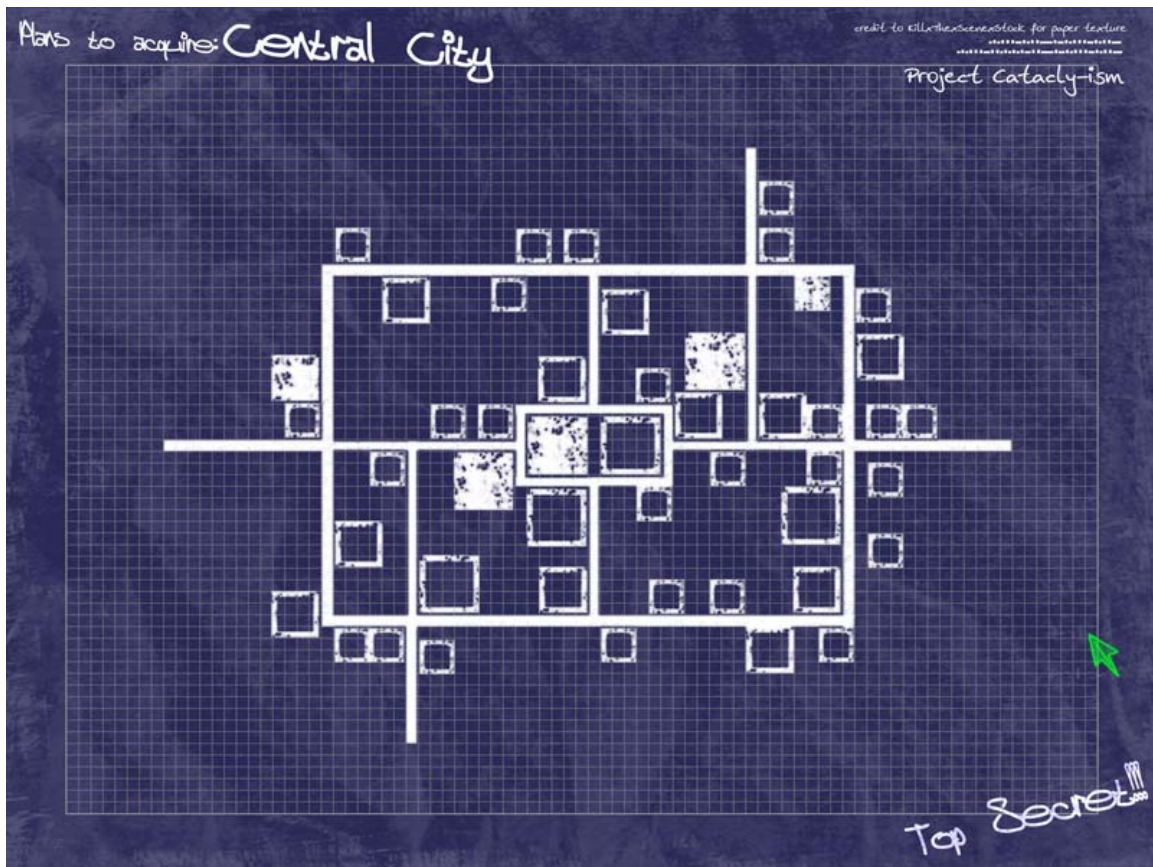
**Return to Main Menu** (shortcut Esc) – You will be asked if you wish to return to the Main Menu.

**Map Selection** – The red blips are the cities you can choose to acquire. Initially, only Central City is unlocked. You may unlock additional cities (in numeric order) by controlling X% of a given city. (Roll over the markers in-game to see the requirements)

**Acquire City** – If you've clicked on a red blip (it will depress), you can click on this to begin the Acquisition Phase. (See: Acquisition Phase)

**Blueprints** – If you've selected a map, you can take a quick look at its basic layout, positions of HVAs (High Value Assets, more on that later), etc. Left click while in Blueprint view to return to the World Map.

**Research** – You can spend your Remaining Budget on upgrading your various tools and methods of global domination here.



*A typical Blueprint view.*

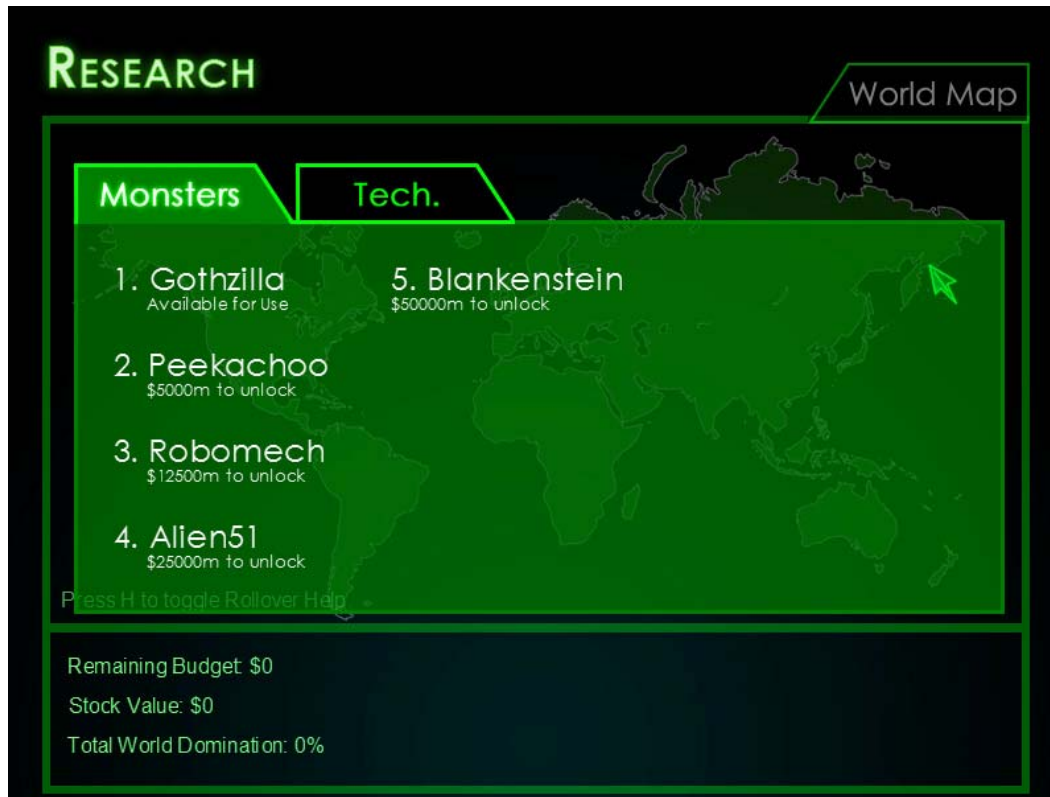
**Miscellaneous Info:**

**Remaining Budget** – Your remaining spendable budget. Used in Research, and certain miscellaneous functions in Rampage/Acquisition mode.

**Stock Value** – Your current high score. This value does not change unless you achieve a negative score in Rampage/Acquisition.

**Total World Domination** – Your current global domination achieved.

## Research Mode



Monsters: There are 5 monsters available for use, each with their own unique personalities, looks and attacks. Each monster has the following traits:

**Personality** – How easily the monster is affected by your actions.

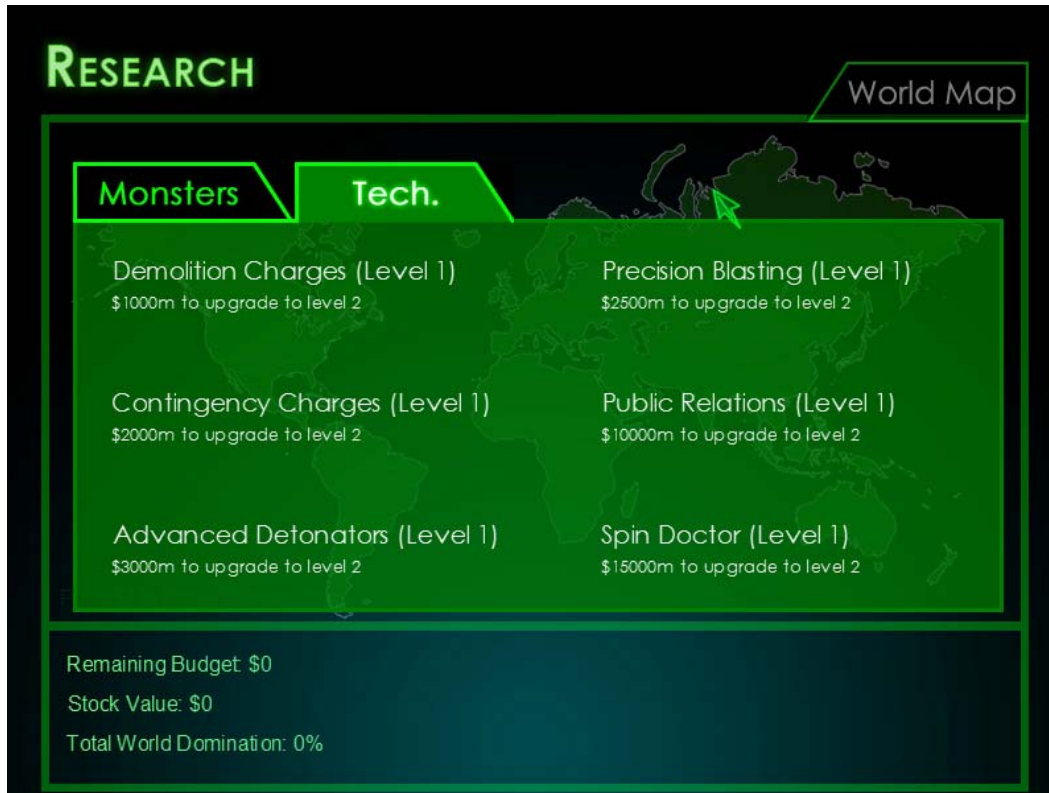
**Temperament** – How quickly the monster loses its temper and goes ‘berserk’.

**Intelligence** – The number of times you can use a monster in a city before it becomes familiar with it and starts finding its own way out.

**Aggression** – How likely a given monster is prone to using its abilities, and the type of abilities. (Each monster has 2 general abilities: Direct attack and Area ability.)

**Movement Speed** – How fast a given monster moves and its upper speed limit.

All monsters come with a ‘shock factor’ that increases your Approval bonuses, but diminishes as you use that same monster repeatedly. Variety is the spice of life (and profit)!



The Technology tab is where you can upgrade your various support assets. Each technology has 5 levels. You start at level 1 by default. Details can be found in-game by using the Rollover Help (shortcut H) function.

**Demolition Charges** – Your primary tool. Use this to ‘rig’ buildings for destruction in the Acquisition/Rigging phase and herding the monster around. Higher levels increase the number of charges you can use.

**Contingency Charges** – A secondary blasting tool. You can use this to detonate intact, unrigged buildings anytime during the Acquisition/Rampage phase.

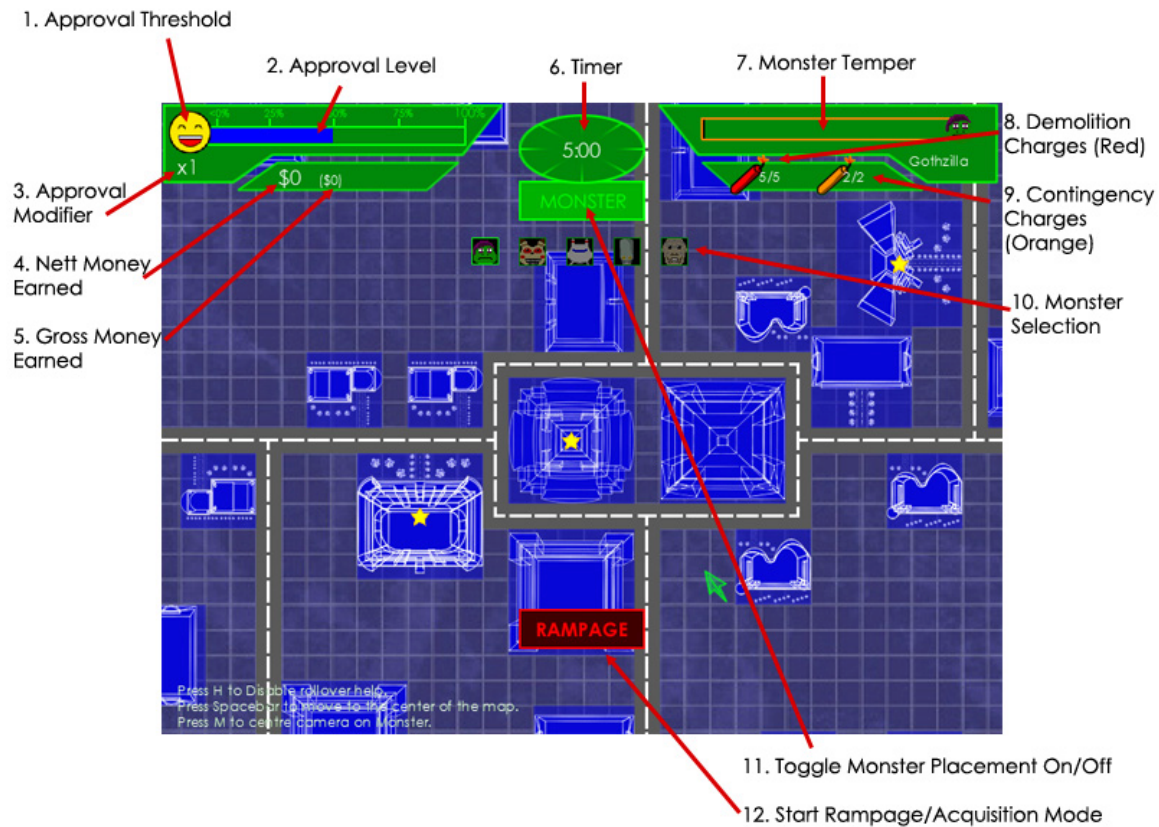
**Advanced Detonators** – Creates additional ‘debris’, flying projectiles created from the blasting that cause additional damage to the monster and earns you more Approval.

**Precision Blasting** – Stray debris can accidentally destroy other buildings, with adverse repercussions. Precision Blasting reduces the collateral damage caused by poorly aimed blasts, allowing for larger margins of error.

**Public Relations** – Reduces your Approval penalties for any mistakes made. (Accidental building destruction, monster attacks, erroneous demolitions, etc.)

**Spin Doctor** – Improves your overall Approval gains for any positive actions performed (hurting the monster, basically).

## Acquisition Phase



This is your primary mode for global domination and money making. Each map starts out blue and gradually changes colour as you control more of the city.

Acquisition phase is divided into two modes: Rigging and Rampage.

You start out in the 'Rigging' mode, the planning phase with no time limit. (See 'Rigging Mode')

The Rampage mode starts the actual destruction. (See 'Rampage Mode').

Legend:

1. Approval Threshold – Determined by the % of city destroyed vs. % of buildings utilized in hurting the monster. The penalties received for erroneous actions are multiplied if the Threshold falls below a certain level. Investing in Public Relations increases the Threshold parameters.



Left to right: High Threshold, Moderate Threshold, Low Threshold

2. Approval Level – The meat and bones of the Rampage/Acquisition game. Every positive action you perform (i.e hitting the monster with explosions and debris) increases this by a certain amount and is modified by your investments in Spin Doctor.

Your Approval Level modifies the Net profit made at the end of each Rampage/Acquisition phase by a certain percentage. Therefore you want to have as high an Approval Level as possible at the end of each run. It maxes out at 100%.

Approval decays over time if you don't do anything, so don't get complacent!

3. Approval Modifier – A score multiplier. A continual series of positive actions adds to the Approval Modifier, further increasing Approval Level gains. However a missed detonation or monster attack is entirely likely to reduce this to 1. It also decays over time.
4. Net money earned – This is the money you've made *after* modifiers from your Approval Level are applied. Note that the value is only finalized once the monster has left the city.
5. Gross money earned – This is the base amount of money made before any modifiers have been applied to it.
6. Timer – You have 5 minutes at the start of each Rampage/Acquisition phase to drive the monster around and out of the city. Once time is up, the Phase ends automatically.
7. Monster Temper – Every time the monster is hurt by your actions, its temper goes up. Two black bars indicate its Lower Limit (it will attack but not go berserk) and its Upper Limit (it will go berserk and attacks become much more likely). Temper decays over time, based on the monster's personality and temperament, or drops in chunks when it performs an attack. You must balance your actions with its temper gains.
8. Demolition Charges – Usable only in the Acquisition/Rigging phase, you can left click on any intact building to plant a charge. A large red stick of high-explosives indicate that the building is rigged to blow. Left clicking on the building again removes the charge and returns it to your stores.

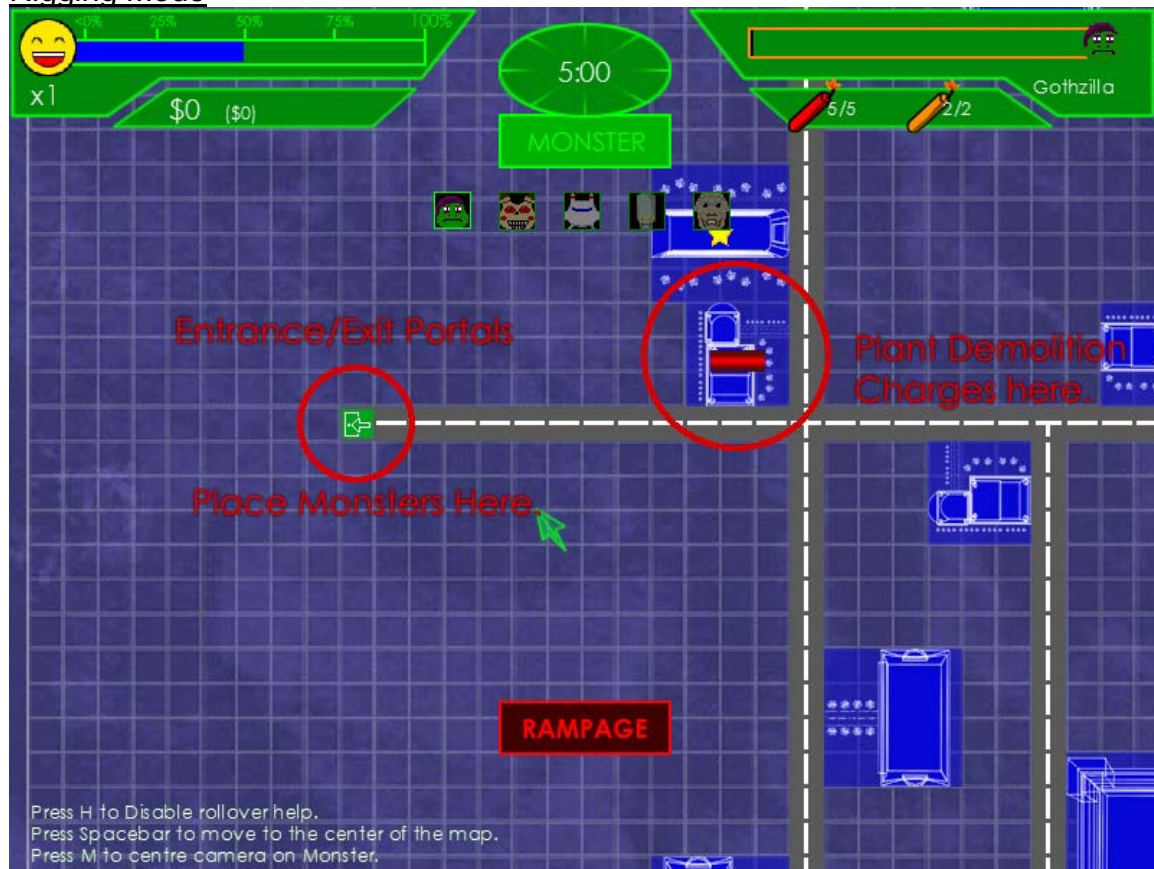
Using Demolition charges in the Acquisition/Rigging phase requires that a building be rigged prior to detonation.

9. Contingency Charges – Usable only during the Acquisition/Rampage phase, you can right click-drag on any intact building to detonate it. These

do not require a building to be rigged prior to detonation.

10. Monster Selection – You can pick any of the five monsters using these buttons. Note that you can only use Monsters you have purchased in the World Map/Research mode (See 'Research Mode').
11. Toggle Monster Placement On/Off – If you have a monster currently selected or placed, you can left click this to remove/replace it. If there is a monster currently selected but not ready for placement, click this to ready it for placement.
12. Rampage mode – Once everything is in readiness, click this to begin the Rampage mode. You will be prompted as to whether you wish to begin. Click Yes to begin Rampage mode, click No to return to Rigging mode.

## Rigging Mode



In Rigging mode, you can choose where to place your various tools. Of particular note are the Entrance/Exit Portals and Buildings.

**Entrance/Exit Portals** – These are signified by a green icon (arrow through a door) and are only found at junctions or certain outlying roads. You *must* place a monster on one of these to begin Rampage mode, and once used, a Portal becomes disabled for Exit purposes.

The goal is to drive a monster from one Portal to another. Once a monster reaches an Exit portal, the Acquisition Phase ends.

**Buildings** – These come in various flavours. Size, and Ownership.

*Size* - The three sizes are Small, Medium and Large. Each has its own monetary value, damage tolerance (affected by Precision Blasting) and Approval value. The larger the building, the better than bonuses are.

*Ownership* – There are three possible owners in the game. City (blue), Clysm (black/green), and CorpX (black/red).

City buildings are fair game to all, and earn you money when destroyed by your hand. Their ownership will change hands depending on the actions

used to destroy them. As a general rule of thumb, positive actions bring them under your control. Negative actions put them under rival CorpX's control.

Clysm buildings belong to you, and you will be duly penalized for their destruction for any reason whatsoever. However they will not change ownerships no matter what. They count towards your global domination percentage and unlocking the next map.

CorpX buildings belong to the competition, and do not count towards your global domination percentage. You will be slightly compensated if you destroy them, but ownership can only change hands by 'devious' methods, that is, they are destroyed by monster attacks. (Your PR department then convinces the city that your corporation would be much better suited to rebuilding these buildings, at a much more competitive price!)

Note that buildings with a star on them denote a HVA (High Value Asset). HVAs are worth double their normal monetary value, so all care should be taken to ensure they are destroyed using only positive methods! The penalty for their pointless destruction is also similarly high!

***The Rigging Process:***

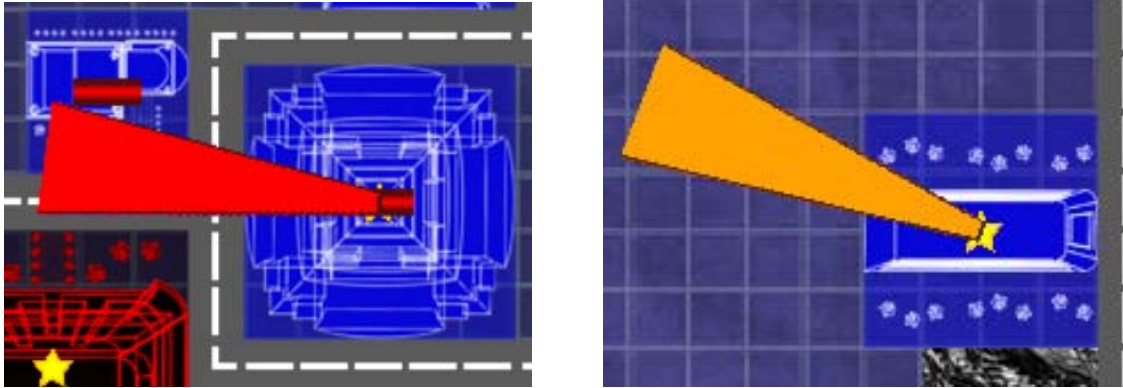
To drive a monster around, you need to demolish buildings and direct the explosions at it. Buildings can only be demolished if they have been rigged to blow during the Rigging phase.

To rig a building, simply left click on any valid target and a large red charge will be placed on it. To remove charges on previously rigged buildings, simply left click them again and the charge will be returned to your stores. You cannot rig a building once you have run out of Demolition charges.

Note that only Demolition (Red) charges are used during the Rigging phase. Contingency (Orange) charges are used during the Rampage phase.

When you are ready to proceed, click the large red 'Rampage' button to begin the Acquisition/Rampage phase.

## Rampage Mode



When this mode commences, the monster will begin moving along the road. It changes directions only at junctions, and to make it move in the direction you want, you're going to have to hurt it.

### ***Detonating Buildings:***

To detonate a building, simply **click and drag** on a building. A 'blasting arc' will appear (colour coded) to indicate to you the length, width, and direction of the blast as well as the travel path of any debris that might be created.

Left clicks detonate only 'Rigged' buildings (indicated by a large red stick of explosives).

Right clicks detonate *any* intact building so long as you have contingency charges remaining.

### ***Herding the Monster:***

Every explosion that connects with the Monster will 'push' it in a certain direction. The more you push it, the higher its inclination to move in a given direction at a junction becomes. However, note that every time you hit the Monster, its temper gauge rises.

*Advanced Tip: Monsters can be 'bounced' in certain directions at 'T' junctions. If a building is not available to force a monster into moving in a certain direction, try pushing it towards a direction it cannot go. The monster will 'bounce' in the opposite direction.*

To end the Acquisition phase, you can either let the timer run down, or (preferably) push it towards an Exit Portal. Another method is to destroy every building in the city.

Note that at any time during the game, you can Pause it (shortcut P) or quit (shortcut Esc). Your progress will be saved if you quit, but you will not enjoy any additional profits granted by having a positive Approval Level.

## Acquisition Report

**Acquisition Report**  
(\$900) 6/15

Approval Level: 58.95%  
Gross Amount Eamed: \$900  
Nett Amount Eamed: \$1430

% of City Owned by Clysm Corp: 31.91%  
% of City Owned by competitor CorpX: 14.89%

Number of buildings destroyed this turn: 10  
Number of buildings utilized this turn: 7  
% of City destroyed this turn: 21.28%

New Budget Total: \$4777m  
New Stock Value Total: \$9777m

Jolts used: 0  
Budget spent on Jolts: \$0m

Click 'Close Report' to continue.

**Close Report**

Once the Acquisition phase is ended, you will be given a rundown on your general performance. When you are done looking at it, click the 'Close Report' button to return to the world map.

## Known Issues

1. If a monster is hit by debris or an explosion just before reaching a Junction, there is a chance it will 'go off course' and leave the junction. I have not found a way to prevent this, but a failsafe is built in to restore the monster's normal course of movement if this happens.
2. If you Left or Right click-drag during the Rampage phase, then press and release the other mouse button, this will result in a random explosion that destroys the building and creates debris that does not move. Simply avoid clicking a second mouse button while dragging the blasting arc.
3. Note: Blankenstein has a specific attack that moves him from one junction point to another. He is invulnerable during this period, and will destroy any building he touches. This is **NOT** a bug.