

CTHON

QUICK START GUIDE

OVERVIEW

Welcome to the dark science fiction world of CTHON. This quick start guide will get you up to speed with the basics of the game.

CTHON is a first-person shooter with roguelike elements. Your objective is to navigate through nine levels that are randomly generated in order to slay an evil entity known only as Cthon. To do this, you must acquire items necessary to your survival and kill increasingly powerful foes. CTHON, like most roguelikes, is extremely difficult because when you die you must restart from the beginning of the game. It will take a combination of skillful play and luck to succeed.

GETTING INTO THE GAME

To get into the game quick, select Start New Game from the main menu. You will be taken to the Character Selection screen. Here, you have a few options to choose from, but for now pick the Marksman class.

Once you have selected the Marksman as your character you will be taken to the Skill Selection screen. Again, there are a few options here, but for now choose Beginner and you will have started your first game of CTHON.

If you'd like, read the bit of story text at the beginning of the game to get an idea of what your objective is, and then select **Proceed** to get into the game proper.

MOVING AROUND

Now that you're in the game, it's time to learn how to move. Assuming you are using the default controls that came with the game, practice moving around with the following controls:

- Move your mouse around to rotate your view and guide your character's movement.
- W moves you forward.
- S moves you backward.
- A allows you to sidestep left.
- D allows you to sidestep right.

THE INVENTORY AND ITEMS

Press I (by default) to open up your inventory. Your inventory starts with only a single slot to store items in. Additionally, you start with one item (which takes up your starting slot) and one unit of power. Power is used to activate items; for any item to have an effect you must power it first. Left click your starting item to route power to it. Notice that when you power the item, the power bar on the right side of your inventory decreases, indicating that you are now consuming a unit of power.

To drop an item to free up space, right click it in your inventory. The item will drop at your feet and if it was consuming power the unit of power will be restored to your power bar. Try dropping the item.

Once you drop the item, press I again (or Esc) to close your inventory, back up a bit to bring the item you dropped back into your view, and then press E (by default) to pick it up again. E is used to interact with any interactive objects in the game, including any items and machinery you may come across. You can tell most things are interactive by moving close to them - a blue indicator will appear around the object of interest.

If you attempt to pick up an item that takes space in your inventory, and you have no space left, the game will tell you that your inventory is full. Some items, like health and

ammunition will not be picked up if you are already maxed out on them.

HEALTH AND AMMO

Health, grenades, and ammunition are indicated along the bottom of the screen:

- Health is represented by the blue bar in the lower left; if the bar is ever emptied, you die.
- Grenades are indicated by a green icon in the lower right with number next to it. Running out of grenades prevents you from using your grenade launcher.
- Ammunition is represented by the yellow-orange bar in the lower right. Running out of ammo will prevent you from using your primary gun, called the cannon.

Items that restore the above resources are conveniently color-coded: blue for health, yellow for ammunition, and green for grenades. Each resource item comes in two forms - small and large. Be sure to save large resource items for when you really need them.

WEAPONRY

To survive, you will need to battle enemies. There are many types of enemies in CTHON, so you will need to learn as you go how best to deal with each species, but mastering how to activate your weapons will go a long way. Here they are:

- Clicking your mouse wheel or middle mouse button allows you to bring up and initiate a melee attack. Melee attacks do not consume ammo but require you to get within close range of enemies. It can be helpful in order to preserve your ammo and grenades, but risky.
- Left Click brings up and allows you to use your primary gun, the Cannon. The Cannon starts out relatively weak, but has a decent ammo supply and strikes enemies from long range.

- **Right Click** brings up and allows you to use your grenade launcher, a powerful backup weapon. Grenades should be used sparingly and carefully; getting too close to the blast area will severely damage you, but they are great for destroying low-level enemies and softening up high-level ones.

For all the above controls, you must first select the weapon with its respective control, and then press the control again to attack with it. Hold down the respective control to continuously attack. When switching between weapons, there is a slight delay; plan accordingly when going into combat.

MACHINERY

There are few kinds of interactive Machines in CTHON. Each one provides different kinds of items. To interact with a machine, press **E** while you are close to it. **BE CAREFUL!** Accessing a machine (or your inventory for that matter) does not pause the game, so enemies can still attack you even while you are using one of these.

Machines demand Nanites to give you items; Nanites are the general currency of CTHON; you will find them scattered around just like other items. At a Forge (a type of machine), you have the option of salvaging items from your inventory, which will also give you Nanites.

THE MAP

Tab by default brings up the handy Automap, which will continually fill in areas you have visited. Use it to avoid getting lost in the maze, but don't focus too much on it; you may run into enemies if you're distracted by it. There are a few components to the Automap:

- The blue dot in the center represents your current position.
- Grey indicates areas you've explored; dark grey can indicate unexplored territory, or impassable features.

- Yellow dots indicate doors you have not opened yet.
- Green dots indicate the positions of machines.
- The white dot indicates the position of the teleporter to the next level.

SECRET AREAS

There are secret areas in the game. To find them you'll need to be on the lookout for suspiciously blank spaces on the map. To test for a secret opening, attack the wall in question. Your melee attack is preferred because it does not consume ammunition.

COMPLETING A LEVEL

Explore levels as much as possible to find the items you will need to survive the later levels. To finish the current level, you must find the teleporter. Walking directly into the teleporter ends the level. Be careful; once you choose to end the level there is no going back, and any items and machines you may have left behind will be gone forever.

Once you've completed a level, you are taken to the score screen. The score screen will track how well you've done - your time spent on the run so far, your kills, and the number of secrets you've found.

Select **Proceed** to continue onward; select **Save and Exit** to save your progress to be continued for another time. Remember, if you ever die during a run, your progress is erased and you must start over from the beginning.

THE PAUSE MENU

The only thing that will pause your game is the Pause Menu. To access it, press **Esc**. The menu allows you to access Options, much like in the main menu, so that you can configure Sound, Control, and Language settings. You can quit your current game by choosing **Quit Game** or **Exit Program**; CTHON will ask if you're sure, because once

you exit your progress is deleted - remember that you must complete the level you're on to be able to exit and still save your progress.

MORE INFORMATION

There is a lot to playing CTHON, but the above reading should at least get you started down the path to eventually facing the dark lord itself.

The following sections consist of additional information you may find beneficial.

THE CHARACTER CHART

You can access the character chart using C by default. This will display your current stats; besides resource items like health and ammo, Framework Nodes, and Circuitry Cores, every item in CTHON will bestow some kind of effect to your stats, and they will be reflected in the character chart. Here's a breakdown of your basic stats:

- Health is how much damage you can take before death, out of your maximum.
- Ammunition is how much ammo you have left, out of your maximum.
- Grenades is how many grenades you have left, out of your maximum.
- Armor is how much damage gets deflected from your health with each enemy attack.
- Movement Speed is how fast you walk.
- Blade Damage is the amount of random damage you inflict with your melee attack.
- Cannon Damage is the amount of random damage you inflict with each projectile from your cannon.
- Grenade Damage is the amount of random damage you inflict with each grenade launched.
- Blade Attack Rate is the speed at which you can initiate the melee attack.
- Cannon Fire Rate is the speed at which you can fire the cannon.
- Piercing Energy Loss, when using a piercing attack, is the percentage of maximum damage lost with each target your attack pierces through.

- Grenade Splash Radius is the blast area of your grenades. This is in terms of "map units", with 32 map units roughly corresponding to one square on the map.

CHARACTER SELECTION

Each character has starting strengths and weaknesses. Choosing a character is dependent on how you want to play:

- The Berserker starts with better melee attack damage and speed, and he has more starting hit points. With enough skill using your melee attack, the Berserker can be a great early-game choice, as he is not reliant on ammunition, but he tends to have an uphill battle in the later game, with the occurrence of more ranged enemies.
- The Marksman is the master of the cannon. She starts with additional cannon damage and firing rate, as well as higher maximum ammo, but her starting health is lackluster, so you must keep your distance from enemies as much as possible. She is also highly dependent on plentiful ammo.
- The Sapper has massive offensive power from not only his extra grenade damage and radius, but also capacity. His defensive capability, like the Marksman, is lackluster, so you'll need to be prudent in the early game so that you can exploit his firepower in the late game.

UPGRADING YOUR ARSENAL

You may only have three weapons at your disposal, but each can be upgraded to provide you with new capabilities:

- Blade Power Diverters and Blade Coolant Pumps are the surest way to conserve ammo for ranged and/or tougher enemies, but be sure to couple them with Ion Armor Lattice, Adrenaline Injector, and Actuator

Power Diverter upgrades to survive the occasional hit.

- Multiple Cannon Diffusion Arrays can make you very effective up close with the cannon, and you only ever consume one unit of ammo per shot. Couple them with Cannon Power Diversifiers to maximize your firepower, and use Ion Armor Lattice upgrades to survive close-range combat.
- Cannon Acceleration Arrays tear through multiple enemies; each one will increase the number of enemies you can pierce in one shot. Combining them with Cannon Coolant Pumps for faster firing rate is a great way to clear hallways.
- Want to build a heavy machinegun? That will allow you to stun enemies frequently and keep hordes at bay. Focus on Plasma Shard Magazines, Cannon Power Diversifiers, and Cannon Coolant Pumps.
- Launcher Power Diversifiers and Launcher Field Destabilizers can allow you to eliminate the heaviest enemies in the game with just a couple grenades, or clear entire rooms. You'll need a backup weapon configuration for the lighter foes, because you'll eventually run low on grenades.

THE ENEMY

Cthon's minions are ruthless and innumerable, but each species has varying strengths and weaknesses. Some of them have been listed here to get you started:

- The parasitic, arachnoid **Mites** are mostly a nuisance alone, but can be dangerous in groups. They will attack you in melee for moderate damage, and are unnaturally fast. Fortunately, they are not very tough to kill.
- Remnants of the human population of Pythos colony, **Ghouls** slash at you in melee range, each swipe dealing light damage, but they are unyielding in their attacks. They can also absorb a surprising amount of punishment; grenades are useful in keeping them at bay.

- The skeletal **Horrors** are former colonists that have been rewired to kill on sight. Crafty and sadistic, their ranged attacks pack a deadly punch, but they are themselves fragile and easy to destroy. A single close-range spread-blast will usually put them down handily.
- The terrifying **Wyrms** are directly spawned from Cthon itself. They vomit a spread of acidic projectiles in your general direction, and they are tough. Use cover and keep your distance to minimize their impact, and use a combination of grenades and the cannon to eliminate them.

There are other enemies, ever-more monstrous - deeper down - that you will encounter in your journey. You will need to use all your skills and prowess to defeat them. Good luck.