

CATECHUMEN



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WHAT IS A CATECHUMEN? (kat' i - kyoo' men)

I TEGO ARCANA DEI (I conceal the Secrets of God)

ROME 171 A.D. For a century and a half, the Roman Empire has waged a public war against the growing numbers of Christian believers. By Imperial Decree, all Christians must renounce Christ and bow to Roman gods (including the Emperor himself) or face execution. Christianity is driven underground, yet the flock continues to grow. Frustrated and angry, the Roman government begins to infiltrate the ranks of the Faithful, entrapping and putting to death entire Christian communities! Spies pass themselves off as new converts and, for a time, the ruse succeeds. Thousands are captured and sent to their deaths in the Colosseum. In an attempt to stave off the spies, the fledgling Church devises a new policy: for a period of one year, new converts study with a single *photizomenoi* (illumined teacher) before they can be baptized or partake in communion with the Brethren. There is no contact with other believers until the year's training is complete. The community remains safe. During this year of study, the new initiate is called a "Catechumen." You have just made contact with a Christian mentor, and have begun your journey toward full membership in the Brethren.

WELCOME TO THE CATACOMBS OF ROME

TERRIBILIS EST LOCUS ISTE (This is a place of Terror)

Dark passages form a web beneath the earth; smoke and soot from sputtering torches mingle with the dank air and wafting incense in your nostrils. Welcome to the catacombs.

Welcome home, Catechumen.

In first and second century Rome, public cemeteries exist above ground for the cremated remains of Roman citizens...but Christians favor burial over the pagan custom of cremation. As Christ was buried, they feel they must respect the bodies that would one day rise from the dead. And, on a practical level, buried bodies take up a lot more space than do an urn with a handful of ashes, and cemeteries lined with full-sized graves would be a certain tip-off to the Romans that some illegal (*i.e.* Christian)

activity is going on here.... So, due in part to systematic persecution, the Christians are literally driven underground. A vast system of tunnels and chambers – the catacombs – develops beneath the “suburban” areas surrounding the city, in which the fledgling church prays, holds meetings and displays Christian symbols. These tunnels represent the Christian brotherhood’s life-cycle, including death and burial. The Christian bond is so strong that entire communities wish to be together, even in the “sleep of death,” and many Brethren find their final rest there (those which escape the lion and the sword).

DOMINION OVER THE DARKNESS

While we have taken some creative license with the game’s premise, most of the elements are backed up by Scripture. While we have chosen not to force it upon you in the game, we do encourage you to get a Bible and find out for yourself what God says about these issues.

And from the days of John the Baptist until now the kingdom of heaven suffereth violence, and the violent take it by force.

- Matthew 11:12

And having spoiled principalities and powers, he made a show of them openly, triumphing over them in it.

- Colossians 2:15

Be not overcome of evil, but overcome evil with good.

- Romans 12:21

Now thanks be unto God, which always causeth us to triumph in Christ, and maketh manifest the savour of His knowledge by us in every place.

- II Corinthians 2:14

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CHAPTER I: GETTING STARTED

CAPTURED! Your mentor and the Brethren have been taken by the Conspiracy of Evil, and only you can rescue them! Catechumen is an action-packed, gore-free adventure game that launches you into Spiritual warfare against the forces of Evil. You are the Catechumen, initiate to the Sacred Mysteries, summoned by God to save your mentor and Christian Brothers whom you've never met from certain death. While they languish in darkness, you venture into the Catacombs—into the very bowels of the earth—to do battle with demons and possessed Roman soldiers and to solve diabolical puzzles in your quest to free your Brethren. Good luck and Godspeed, Catechumen!

SYSTEM REQUIREMENTS:

MINIMUM REQUIREMENTS:

Windows® 95/98, 2000
SVGA, high color (16 bit)
64 MB RAM
3D accelerator card with 8 MB video memory
Windows® compatible soundcard
Pentium® 233 processor or higher
2X CD-ROM Drive
Mouse, Keyboard
DirectX 7.0®

RECOMMENDED REQUIREMENTS:

16MB or higher video memory
Pentium® 300 processor or higher
Soundblaster Compatible Soundcard
DirectX 7.0® (included on disk)

INSTALLING & STARTING-

Close all running programs. Insert the Catechumen CD into the CD-ROM drive, and follow the on-screen instructions. If the installation does not begin automatically, click on your START button, select FILE, and click on RUN. On the command line, type the letter of your CD-ROM drive followed by : \SETUP. For example if your CD-ROM drive letter is D, simply type D: \SETUP and press the ENTER key. If the installation does not work see the README file on the CD disk.

HOW TO PLAY

After loading Catechumen and the opening sequence has finished, you will come to the main menu. There, you have the option of choosing GAME, OPTIONS, GRAPHICS, SOUND, CREDITS, and EXIT. For details on the menu see Chapter II. To start, click on GAME. On the next screen you will see NEW GAME, SAVE GAME, and LOAD GAME. Click on NEW GAME. You will then see five difficulty settings; choose any one you like. For more information on difficulty settings see Chapter II.

TIPS FOR BEGINNERS

- When going around corners, use the Left or Right arrow key to side step and see your enemy before they see you.
- It is easier to avoid confrontation with Roman Soldiers than fight them and risk injury or death.
- Throughout your quest to save the Christian Brothers, there are hidden rooms in each level. They contain scrolls (extra faith) and spiritual weaponry.
- The scrolls containing the Word of God are vital to the success of your quest. Whenever you pick one up it will increase your faith, which sustains you. Pick up as many scrolls as you can to increase your faith. Never try to eradicate your foes with low faith.
- When guards grab you and the screen freezes, hold either the fire button or an arrow key in the direction you want to go. Then, when he releases you, you can make your move quickly.
- To cross narrow planks or sneak past guards, hold the SHIFT key while you walk. You'll find you move much slower and they'll be less likely to hear you.

CATECHUMEN COMMANDS REFERENCE

ACTIVATE SWORD OF THE SPIRIT: Activate the Sword of the Spirit and other spiritual weapons, resulting in varied bursts of spiritual energy that can cleanse opponents of demon possession and banish demons from this world. (Default: Right Mouse Button; Enter Key)

MOVE FORWARD: Moves the player forward in the direction that he/she is currently looking. (Default: Left Mouse Button; Up Arrow)

MOVE BACKWARD: Moves the player away from the direction he/she is currently looking. (Default: Down Arrow)

MOVE LEFT: Moves (strafes) the player in the left direction. (Default: Left Arrow)

MOVE RIGHT: Moves (strafes) the player in the right direction. (Default: Right Arrow)

LOOK: Use the mouse to move the player's point of focus. Alternate keyboard commands are also available. (Keyboard Defaults: Look up: Home, Look Center: End, Look Down: Delete, Look Left: S, Look Right: D)

JUMP: Make a standing jump into the air. When combined with moving in a direction (using the four move keys) allows for a running jump. (Default: Space Bar)

CROUCH: Reduces player's height for dodging. Combined with move keys, allows for crawling into otherwise impassible spaces. (Default: C)

PUSH OBJECTS: Grab an item and move it around in space. (Default: P)

SCRIPTURE BUTTON: Pauses game and expands size of scripture to allow time for reflection. (Default: Tab)

SELECT SWORDS: Player will acquire various swords of the spirit throughout the course of Catechumen. Use them one at a time and select them using the sword selection keys. (Default Keys: 1-8)

SAVING AND EXITING

To save during a game, press the <ESC> key. The main menu appears. Scroll down, choose GAME and press <ENTER>. You then have the option of NEW, SAVE, or LOAD game. Choose SAVE GAME. Find an empty slot and press <ENTER>. Type in the name of your game (ex. "John Doe's Game") and press <ENTER> once again. Press <ESC> to get back to the main menu. Then choose "Resume Game" on the main menu and you will re-enter the game where you left it, with text displaying confirmation of a successful save. To exit press <ESC> during the game and scroll down to EXIT and press <ENTER>.

CHAPTER II: MAIN MENU

MAIN MENU: The main menu controls the entire game. You have the option to customize controls, change video layouts and display, adjust music and volume, and start, save or load a game. For more details see below. To select the options on the main menu, scroll up or down, choose your option and press <ENTER>.

THERE ARE FIVE COMPONENTS TO THE MAIN MENU AS DETAILED BELOW.

1. **GAME:** In this screen you can choose to either save, load, or create a new game. If you decide to create a new game, you have the choice of five difficulty levels; FLEDGLING, EASY, NORMAL, HARD, IMPOSSIBLE.
2. **OPTIONS:** The options key gives you control over your mouse speed, mouse invert, running options, crosshair change, control customization (see Chapter III for details on using this feature), and you can restore the defaults.

DISPLAY LAYOUT: Two available display options.

CUSTOMIZE LAYOUT: Gives you the choice of eight available layouts of the scrolls on the viewing screen.

SCROLL DISPLAY TIME: The setting for how long a scroll will be displayed on the screen after you collect it during a game.

3. GRAPHICS

VIDEO DRIVER: This option is set so you program your computer to use either direct 3D or regular software during the game. The direct 3D option is for those

who have 3D acceleration hardware. Otherwise, people without 3D devices should use the software option. If your 3D hardware is having trouble running using Direct 3D refer to the README file.

RESOLUTION: Adjusts the sharpness of the screen.

SCREEN SIZE: Screen Size is measured from 1 to 15. 15 being full screen, 1 being a small fraction of the screen.

BRIGHTNESS: Controls how bright you view your screen.

RENDER FOG: This option creates fog while playing the game.

DYNAMIC LIGHTS: Enhances the lighting to be more realistic.

PARTICLES: Sparkles that show as an after affect of a character appearance or disappearance.

APPLY VIDEO SETTINGS: Saves changes on the above options.

RESTORE DEFAULTS: Restores the options back to the default settings.

4. SOUND

SOUND VOLUME: Adjustable from 0 to 100.

MUSIC VOLUME: Adjustable from 0 to 100.

SHOW SUB-TITLES: Enables player to read spoken text when sound is turned off.

RESTORE DEFAULTS: Restores the options back to the default settings.

5. **CREDITS:** A scrolling display of the incredibly gifted people who participated in the creation of Catechumen.

SUPPORT: For tips, tricks and support, go to www.catechumen.com.

CHAPTER III: GAME CONTROLS

KEYBOARD CONTROLS: SHOWN AS DEFAULT.

MOVEMENT-

Move Forward:	Up Arrow or mouse Btn3
Move Backward:	Down Arrow
Move Left:	Left Arrow
Move Right:	Right Arrow
Jump Key:	Space
Crouch Key:	C

LOOKING-

Turn Left:	S
Turn Right:	D
Look Up:	Home
Look Center:	End
Look Down:	Delete

INTERFACE-

Move Object:	P
Toggle Scroll:	Tab

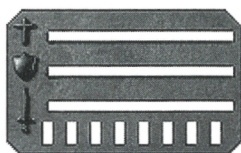
WEAPONS-

Activate Sword:	Enter or mouse Btn1
Select Previous Sword:	[
Select Next Sword:	]
Select Spirit Sword:	Keyboard 1
Select Gold Sword:	Keyboard 2
Select Drill Sword:	Keyboard 3
Select Lightning Sword:	Keyboard 4
Select Solomon Scepter:	Keyboard 5
Select Tri-Repeater:	Keyboard 6
Select Moses Staff:	Keyboard 7
Select Beam Sword:	Keyboard 8

CUSTOMIZE KEYBOARD CONTROLS: To customize the controls click **OPTIONS** at the main menu. Select **CUSTOMIZE CONTROLS**. You will then have the option of choosing either movement or weapons. To change a control click on its command and type the key you want to replace it with, no need to hit <ENTER>. If you make any changes you dislike you can replace them with the default keys by clicking the **RESTORE DEFAULTS** button.

JOYSTICK SUPPORT: Catechumen does not support joysticks.

CHAPTER IV HEADS UP DISPLAY (HUD) METER



The HUD meter appears in the lower left of the game screen. The top line is your "Faith Meter." Accumulate scrolls (see Chapter V: Scrolls) to increase your faith until you are filled with the Spirit (Faith Meter full). Encounters with Roman soldiers, demons and other enemies may reduce your faith; when you've lost faith (as indicated on the meter), the game is over!

...the just shall live by faith - Romans 1:17

The center of the HUD is the "Armor of God" display. Your armor is your first defense against the forces of Evil! As you move through the catacombs, collect the shields you find, which will be displayed here; they will help protect you. As you do battle with the opposition, your armor is weakened; once it's exhausted, you proceed by Faith alone...until your faith meter runs out!



Put on the whole armor of God,... - Ephesians 6:11

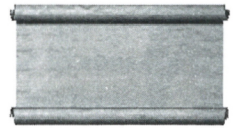
Your "Sword of the Spirit" indicator is the bottom portion of the HUD. You can encounter eight different Swords of the Spirit (see Chapter V: Swords of the Spirit). Choose your weapon wisely, as some swords are more effective against certain enemies than others.

...and the sword of the Spirit, which is the word of God - Ephesians 6:17

CHAPTER V: SPIRITUAL WEAPONS

Spiritual warfare against a spiritual foe requires spiritual weaponry. The apostle Paul wrote *"For the weapons of our warfare are not carnal, but mighty through God to the pulling down of strongholds;"* (II Corinthians 10:4). Given the Sight needed to detect and use these weapons, you wield them in your quest to free your Brethren! You will use the Sword of the Spirit, the Shield of Faith, the Breastplate of Righteousness, Words from the Lord (brought from on high by Angels), and other biblical weapons to combat demons, devils and even Satan himself!

SCROLLS: Containing the Word of God, scrolls are vital to your success. Pick them up to increase your faith. Press <TAB> and the scroll unrolls before you so you can read it. Scrolls may be on shelves, laying on the floor, in secret rooms or passageways.



*My son, attend my words...for they are life unto those that find them,
and health to all their flesh. - Proverbs 4:20-22*



ARMOR OF GOD: God's gift will protect you against all opposition!

Put on the full armor of God,... - Ephesians 6:11

SWORDS OF THE SPIRIT: In all, you can find eight versions of the Sword of the Spirit as you venture through the game. Each sword has its own unique power, but the only sword with an unlimited amount of fire-pōwer is sword 1. The other swords, while possessing greater force, are limited in fire-power, so plan your shots wisely! As you proceed deeper and deeper into your quest, your foes grow more menacing and powerful, and you will need progressively stronger Swords of the Spirit. Fortunately, the swords you receive become more and more powerful in order to neutralize the aggression of your opponents.

...Lord, behold, here are two swords. And he said unto them, It is enough.

- Luke 22:38

*...for he beareth not the sword in vain: for he is the minister of God,
a revenger to execute wrath upon him that doeth evil.*

- Romans 13:4

CHAPTER VI: HEAVENLY HELPERS



ANGELS: Sent from the Lord, these Messengers from on High will help guide you on your quest with their wise counsel and gifts of Spiritual Weaponry...

THE CAPTURED CHRISTIANS: Even though you've never met them, these Brethren are praying for you during your mission. Find and free them from their captors, or all will be lost!



YOUR MENTOR: A wise and gentle man, your mentor has been taken captive. Who knows what unspeakable tortures he's enduring at the hands of Satan and his minions even now? You must locate him and be the instrument of God's revenge, visiting His wrath upon his captors.

CHAPTER VII: THE OPPOSITION

ROMAN SOLDIERS: Possessed! The soldiers are controlled by demons who have taken over their minds, using their bodies to wage earthly war on you and your Brethren. What they lack in brains they more than make up for in brawn, and if you encounter a squad of them, look out! If two or more grab you at the same time, consider yourself heaven bound! To exorcise the demons controlling them, fire a burst of light from your Sword of the Spirit. Don't get overconfident, though...it might take several bursts before the soldier finally sees the wickedness of his ways and repents.



*And these signs shall follow them that believe;
In my name shall they cast out devils;... - Mark 16:17*



DEMONS: Alone, the impish demon is little more than a nuisance; in a pack, they are considerably more dangerous. They're sneaky, so watch your back!

No weapon that is formed against thee shall prosper;... - Isaiah 54:17

MINOR DEVILS: Larger and more deadly than Demons, Minor Devils throw fiery darts and can cause devastating damage in close combat. Renew your faith on the Word of God before taking on these wily minions of Evil.



*...taking the Shield of Faith, wherewith ye shall be able to
quench all of the fiery darts of the wicked. - Ephesians 6:16*

LIONS: These fierce animals are fast and dangerous, in the Colosseum and throughout the game!

Be sober, be vigilant; because your adversary the devil, as a roaring lion, walketh about seeking whom he may devour: - 1 Peter 5:8



MICRODEMONS: Tiny creatures of Darkness, Microdemons are more of an annoyance than anything, but if you encounter a gang of them, you'd better be quick with the Sword of the Spirit!

GUARD DEVIL: Not very fast, but incredibly strong, these barrel-chested minions of Satan have been known to crush unwary Saints that get too close!



SAPPER DEMON: Completely without regard for his own safety, this maniacal critter will attack without mercy and give no quarter. He wants nothing but your absolute destruction!



MINOTAUR: Be fleet of foot and use your spiritual weapons wisely. This remnant from Ancient Greek Mythology is notoriously difficult to defeat. Prepare for his crushing charges.



THE HOUNDS OF HELL: Slavering jaws drip venomously, claws glisten in the torchlight, eyes gleam with an unholy light...it will take cunning to defeat these devilish dogs and their master!

CASTLE GUARD: Dumb as a post, strong as an ox, but that club could dispatch you with one blow!



FALLEN ANGEL: Once powerful Angels, they believed Satan when he told them they could be God. Cast out of Heaven, the Fallen Angels are looking to exact their revenge on any unsuspecting Catechumen who passes by.

LEVIATHAN: The Serpent of the Deep is a powerful foe. His tail is sharp; his aim deadly. One false move and you could wind up in a watery grave.





SATAN: The Ultimate Evil needs no introduction! His crafty tricks will catch the unattentive off-guard, so don't just attack blindly; use wisdom when confronting him. And take courage! Remember, you can do all things through Christ.

WARNING: All Scriptures are taken from the King James Version of the Bible. While these verses are not to be taken literally (remember, this is a game), we do recommend that you study them for yourself to understand exactly what the Bible says about spiritual warfare! It has been proven that reading may cause enlightenment. After all, we aren't just playing games, are we?

N'Lightning Software Development Inc.

*For thou wilt light my candle:
the Lord my God will enlighten my darkness. - Psalm 18:28*

