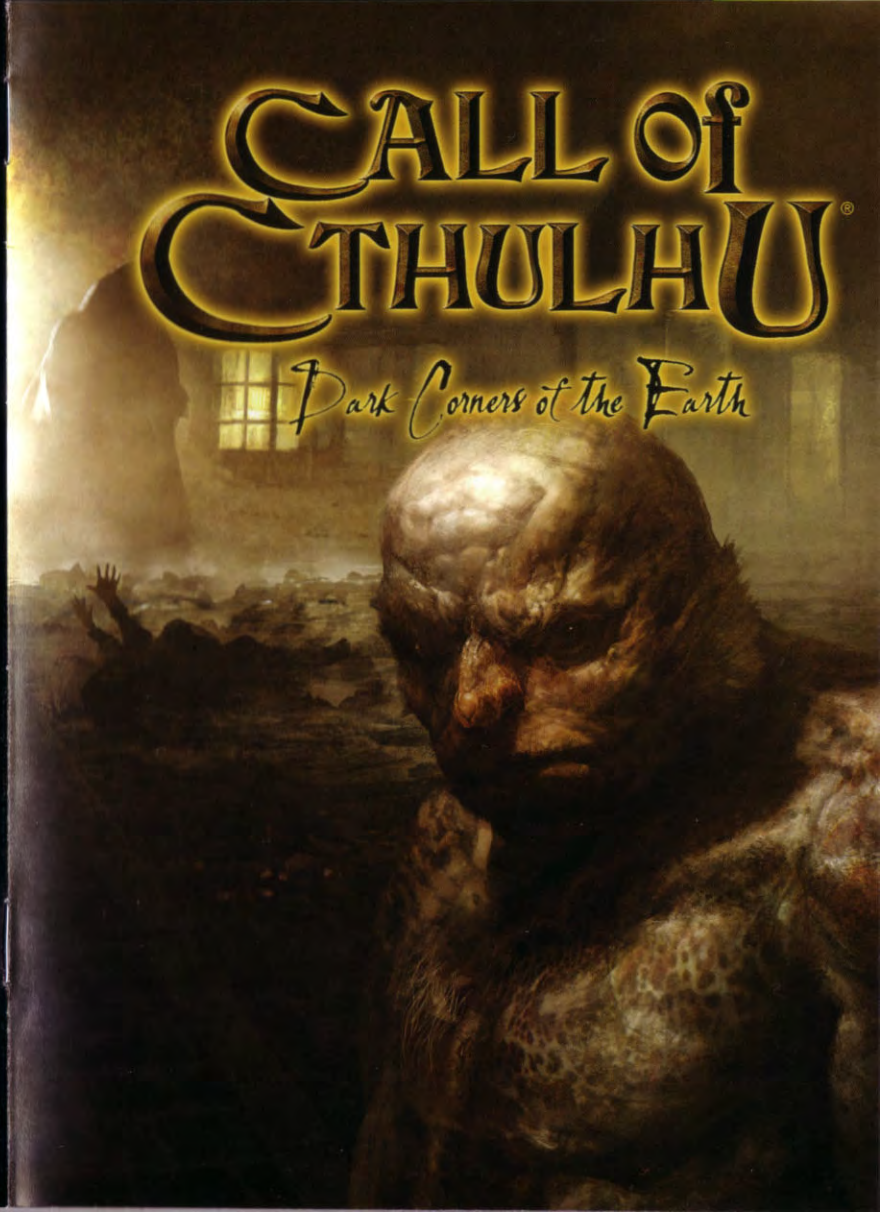


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CALL of CTHULHU[®]

Dark Corners of the Earth



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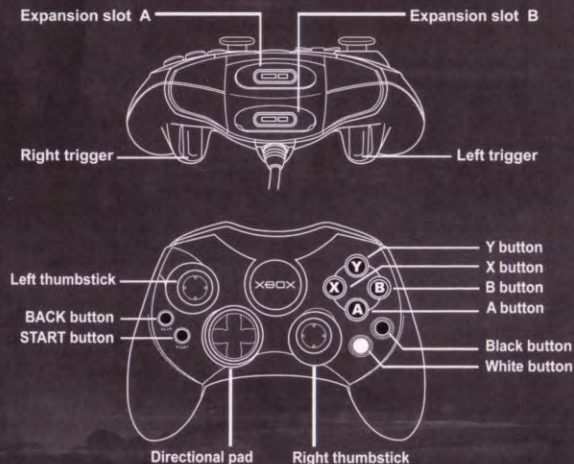
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Controller Options



Select one of four pre-configured controller settings. By default *Call of Cthulhu: Dark Corners of the Earth* utilizes Controller Configuration 1.

Left thumbstick	Move/Strafe/Lean
Left thumbstick button	None
Left trigger	Aim/Aim Sensitivity
Back button	Skip
Start button	Pause/In Game Menu
Y button	Reload
X button	Jump
B button	Crouch
A button	Action/Open/Use
Directional pad	Cycle/Ready Weapon/Lower weapon
Right thumbstick	View Up/Down/Left/Right
Right thumbstick button	Sneak
Right trigger	Attack/Fire
White button	Quick Heal
Black button	Inventory

Introduction to *Call of Cthulhu: Dark Corners of the Earth*

Call of Cthulhu: Dark Corners of the Earth is a first-person horror game which combines intense action and adventure elements as you plummet headlong into the tormented life of Jack Walters. A private investigator by trade, Jack is touched by the Cthulhu Mythos and for the remainder of his life, finds himself haunted by visions and thoughts of things that should not be as he struggles to retain his sanity and his humanity in the dark corners of the earth.



Playing the Game

Main Menu

The main menu provides users the following options:

New Game

Starts a New Game of *Call of Cthulhu*.

Load Game

Allows you to play a previously saved game.

Options

Gives access to the Options Menu where you can adjust sound, control, and video preferences.



Continue

If you access the main menu during a game this option will return you to the game in progress.

Starting a New Game

Difficulty Selection

There are two initial modes of difficulty for *Call of Cthulhu* – Boy Scout and Private Investigator. Boy Scout is the easiest mode of play, offering fewer monsters, more healing items, more ammunition, and a more powerful Jack Walters than in Private Investigator mode.

Boy Scout mode is intended for players who are more interested in the story and would prefer an easier ride through the action elements of the game.

On reaching the end of the game, the player will receive a Mythos Rating Rank - this score is represented by a grade ranging from A (the highest) to E (the lowest). The overall score is calculated using several factors, including completion time, number of saves, evidence discovered, sanity and health management, and shooting accuracy.

On completing the game with the Private Investigator setting, the player will unlock 'Hardened Detective' mode. If you are able to complete the game on Hardened Detective mode with an A grade, you can unlock the final difficulty level, 'Mythos Specialist'.

Options

Controller Options

Controller Options

Move \odot pad left/right to toggle between different controller configurations.

Advanced Options

Invert Look

Reverses the vertical axis of the left thumbstick.



Vibration

Turns on/off the vibration function of the Xbox controller.

Sneak Mode

Set to Toggle or Hold. Once Sneak Mode is activated, toggle mode allows Sneak Mode to remain active without holding the \odot right thumbstick button.

Look Sensitivity

Adjusts the controller responsiveness when using the right analog thumbstick.

Aim Sensitivity

Adjusts the controller responsiveness when using the aim mode. Altering this value determines how stable and firm Jack's aiming arms are when viewing left/right or up/down when in aimed mode. This is proportional to the current values of the Look Sensitivity. Altering the Look Sensitivity may require further refinement to the Aim Sensitivity.

Video Options

Brightness

Adjusts the game brightness and provides color calibration bars for further adjustment of your television. 0 is minimum brightness, 10 is maximum brightness.



Please note that *Call of Cthulhu* uses extensive use of light and dark contrasts throughout the game. It may be necessary to also adjust your television's brightness or picture settings to maximize the experience.

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Game Options

Subtitles

Turns subtitles on/off.

Game Tips

Turns on/off in-game tips and help.

Voice Volume

Adjusts sound volume. 0 is off. 10 is maximum volume.

Sfx Volume

Adjusts the sound effects volume. 0 is off. 10 is maximum volume.

Music Volume

Adjusts the music volume. 0 is off. 10 is maximum volume.



Special Features

Credits

View the names of the team that brought you *Call of Cthulhu*.

Cinematics

View special cinematic sequences that are unlocked over the course of the game.

Highest Ranking Investigation

Accessing this section of the game will allow you to review the total achievements in a variety of categories based on game difficulty.

Restore Defaults

Selecting this will restore all options to their default.

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Investigating the World of *Dark Corners*

As an investigator, Jack will take note of virtually everything in his surroundings. To use Jack's exploration skills, use the movement and view controls. Simply look at an object and press the **A** button. If Jack doesn't provide a response on an object that looks like it should be actionable, try moving closer to the item. Sometimes Jack can only view items by looking at them and pressing the **A** button. If Jack can pickup or collect an item, it will be added to his inventory. Should the item or object be something that Jack can't yet use, he'll likely provide a hint on what action to take next.



Typical Interactions in the Game World

Doors

Throughout the game you will find locked doors, some of which are held shut by a crossbolt at the top or bottom of the door. Jack can manipulate these bolts by looking at them and pressing the **A** button. If Jack says "The door's bolted shut," and no bolt is visible, there's a good chance the door is bolted from the opposite side and may be accessible from the other side of the door in the level.

Moveable Objects

At certain points within the game, Jack may encounter an obstacle such as a bookcase or crate that will either block his path or which can be moved to help block the path behind him. To move these objects, simply move up to the object and continue to press forward with the **Left** thumbstick.

Ladders

There are many places, high and low, that Jack will need to reach, and ladders provide a convenient method of getting there. To climb onto a ladder, simply move towards it and look up pressing forward the **Left** thumbstick to move up the ladder. To climb down, simply look down and press forward on the **Left** thumbstick. To exit the ladder, move away from it.

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Trapdoors, Buttons, Levers, and Release Valves

To action some of the items in the game it may be necessary to crouch in order to perform an action.

Safes

There are several safes within the world of *Call of Cthulhu* and each holds secrets that must be collected. When actioning a safe the view will shift to a closeup to allow Jack to carefully manipulate the dial.

To input the combination into a safe:

- ◆ Press left on the **○** pad/**○** left thumbstick to turn the dial counter-clockwise.
- ◆ Press right on the **○** pad/**○** left thumbstick to turn the dial clockwise.
- ◆ When the combination is correct the safe will open. The view returns to normal whether Jack succeeds or fails.
- ◆ Press **○** button to cancel and return to normal view.



Hazards and Perils

In the world of *Call of Cthulhu* there are untold dangers lurking everywhere and Jack will face both man and beast throughout the game. These can effect Jack physically and mentally. The mental aspect is covered under the Mental Health section.

There are no numbers, statistics, or icons on the screen at any point in *Call of Cthulhu*. However, there are important pieces of information about Jack's health, such as when Jack falls or is wounded, which will produce visible and audible effects on the screen. These effects are as follows:

Blood Splatters

These will appear and indicate that Jack has taken damage, either from a fall or being struck by either a trap, weapon, or bullet.

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Graying Out

When Jack's blood loss becomes extreme, the screen will gradually start to fade into shades of gray. This will also have the effect of slowing Jack's reactions to everything around him. When in this state, it is important to get healing right away.

Poison

When poisoned, Jack's vision will begin to cloud. This will progress over time and eventually lead to death. Poisoning should be treated immediately with an antidote treatment.

Combat

Equipping a weapon

When Jack acquires a new weapon it will be automatically equipped. Additionally, the ammunition type for that weapon will appear in Jack's inventory.

- ◆ To ready a weapon, press up on the **○** pad.
- ◆ To cycle through available weapons, press left or right on the **○** pad.
- ◆ To lower/sheath a weapon, press down on the **○** pad.
- ◆ To use/fire the weapon, pull the **○** right trigger.
- ◆ To reload press the **○** button.



Standard Attack

With any readied weapon, Jack can simply press the fire button and take a shot, swing, or stab depending on weapon type. For ranged weapons, the accuracy of the weapon is based on the type of weapon, range, and general accuracy. In addition, it depends on the steadiness of Jack's arm and when the shot is fired. While moving or looking quickly around, Jack's weapon arm may not be as steady when firing, causing a shot to go slightly astray. Recoil also affects accuracy - there is a recovery period for each weapon that is required after firing each shot.



The recoil time for each weapon can be different and sustained fire with certain types of weapons, will lead to shots becoming less and less accurate when used in the Standard Attack.

Aimed Attack

To counteract the undesirable effects of unsteady arm movement when performing the Standard Attack, Jack can employ a more sophisticated approach of aiming. By using the Aim button (by default, **Left trigger**), Jack will enter Aimed mode and be able to have a much finer degree of control over where his shots land. For most ranged weapons, using the Aim button will center the weapon on screen and give the player an "over the barrel" view. The Aimed mode is only active when the Aim button is depressed and released immediately when the player releases the control.



Note: The Aimed Attack is designed to utilize the full analog range of the Xbox controller Left Trigger to further refine the sensitivity of this mode. This means that when the Left Trigger is fully depressed, the aim will be at its slowest and will have the least amount of arm movement when adjusting the view left or right. By depressing the control by half - the rate at which the player can aim with the weapon centered will increase. And with the controller depressed just enough to activate aim, the rate at which the player can look up and down will be closest to that of the standard view parameters.

The sensitivity of the Aimed mode is linked to the standard view sensitivity. As the view sensitivity is increased, the aim setting may need to be adjusted to better control how fast or slow to aim in this mode.

Weapons

Knife

As a stabbing weapon, Jack can use this in both Standard and Aimed mode. The knife can also be combined with Sneak mode to use as a stealth attack.

Crowbar

What the crowbar lacks in subtlety it makes up for in utility. Heavy, hard, and brutal, it can only be used in Standard mode.

Automatic Pistol

Though not as lethal as the revolver, the Automatic Pistol boasts nine shots, low recoil and a faster reload time. Can be used in both Standard and Aimed mode.



Revolver

A standard six shot revolver - a handy, heavy hitting weapon to have around when trouble starts. Can be used in both Standard and Aimed mode.

Double-barreled Shotgun

Two massive shells, firing a spread of deadly lead with each shot, the shotgun is a powerful ally in dark corners. Can be used in both Standard and Aimed mode.

Rifle

A five shot, highly accurate military rifle, used by the marine forces in and around the Insmouth area. The rifle, however, can be slow to reload. Can be used in Standard mode and proves to be very deadly when used in Aimed mode.

Machine Gun

Able to issue a sustained 50-round burst of .45 caliber rounds from its massive magazine, the machine gun is the perfect weapon for dealing with the deadliest of adversaries. Can be used in Standard or Aimed mode.

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Sneak Mode

In the hostile environments that Jack may find himself in, charging headlong into danger isn't always the most sensible course of action. Fortunately, Jack has the ability to Sneak — in this mode the field of vision is increased slightly, and Jack can move about more silently and be less visible to his enemies, avoiding detection by nearby patrols, which will allow him to either avoid conflict or take advantage of a combat situation by performing stealthy attacks on unsuspecting opponents. Stealth melee attacks do significantly more damage compared to a frontal assault.

The Sneak button can be set to be toggled or held. If toggled, the Sneak button only needs to be depressed to activate the mode. To deactivate Sneak mode, the button needs to be depressed again. When set to Held in the Options menu, the Sneak button must be held down at all times for Sneak to be active.



When Sneak mode is active, Jack's movement will be slower and less responsive than the standard movement, but Sneak will allow Jack to move silently and cautiously through environments, peeking around corners and over boxes when crouched. Combined with the Aimed Mode, this can be deadly for Jack's adversaries.

The movement commands when Sneak is active are as follows:

Standing

Right Thumbstick - Move forward/back/lean left/lean right

Crouching

Right Thumbstick - Peek up/lean left/lean right

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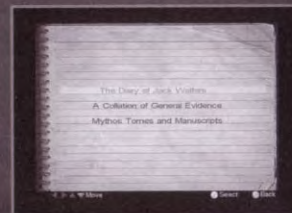
Inventory Screen

The inventory stores all of the items Jack will collect over the course of the game, and also provides functionality for Jack to heal and review notes about his latest case. To activate the inventory press the **O** button.



Journal

The Journal has several sections of reference for the player's journey through *Call of Cthulhu*. 'The Diary of Jack Walters' is where Jack will record important conversations, events, and objectives for later review. 'A Collation of General Evidence' displays any important bits of information given or obtained throughout the game - these may include clues or information about important characters. The final section, 'Mythos Tomes and Manuscripts', contains information collected that relates specifically to the Mythos.



Pocket Watch

The pocket watch displays the elapsed game time.

Morphine

Because it's renowned as a potent pain blocker, morphine is provided to Jack to help subdue pain that may otherwise prevent rapid movement or strenuous acts, but it does not cure him. Further, the effect of morphine is available for brief periods of time and has a dramatic effect on Jack once administered. The field of vision may become blurred and Jack's surroundings may become difficult to make out. Additionally, frequent use of the drug will increase the magnitude of the sanity hit, so addictive behavior may have significant consequences on Jack's mental health.

Items

Items that Jack collects will be kept and displayed in Jack's inventory. Keys do not need to be used from the inventory to be used by Jack. Jack will automatically equip them. Other items will require Jack to equip them or use the item via the inventory screen to perform certain actions.

Medical Supplies

This area of the screen represents Jack's current medical supplies. The four treatments are:

- ◆ Bandages — used for most wounds, bandages treat light bleeding.
- ◆ Splint — helps repair broken bones.
- ◆ Stitches — used for stitching open wounds and help reduce heavy bleeding to light bleeding.
- ◆ Antidote — used to treat poisonous wounds.

A number appears underneath each item to indicate how many Jack is holding. When the number appears in green, Jack is holding the maximum number of that item.

To Treat Wounds Using the Medical Supplies

The player will first select the Jack character on screen using the **Ⓧ** pad to highlight the Jack model. Move right/left with the **Ⓧ** pad to highlight different parts of Jack's body. The areas that can be examined are:

As each area is examined you can see the damage on Jack's character and the appro-

He = Head	LA = Left Arm
RA = Right Arm	RL = Right Leg
To = Torso	LL = Left Leg

priate treatment will be automatically highlighted in black on the notepad in the lower left of the screen. To heal the current area, move up/down on the **Ⓧ** pad to select the highlighted treatment(s) and press the **Ⓧ** button to apply a treatment. Any applied treatment will appear in green text and an X will appear in the column for the area where it was used. You can quickly heal all of Jack's injuries by using the **Ⓧ** button to "Treat All" off Jack's injuries. The appropriate treatment will be automatically selected for any wounds (splints and bandages for broken bones, antidote for poisoning, etc.). All healing treatments will take place upon re-entering the game.

ECC

The ECC (Electrocardiogram) readout displays a visual representation of Jack's heart-beat - early in the game this readout is normal for Jack's fitness level. As Jack becomes more stressed or injured, a change in the ECC spikes indicates Jack's health may be at risk and requires attention.

Effects of Low Health

As Jack's health declines, his maximum movement speed will be reduced, also resulting in a shorter jumping distance. Additionally, low health results in a greater degree of shaking when aiming weapons, leading to shot inaccuracy. Broken limbs will further degrade movement speed and shot accuracy.

Every time Jack is wounded, whether it be from combat situations or falling too far, his health is incrementally reduced. If injuries are left untreated they will cause a continual drop in health through the loss of blood. Aside from impaired performance, extremely low health levels can result in death.

Mental Health

In addition to Jack's physical health, Jack's sanity will need to be carefully managed by the player to ensure success.

There are several different ways Jack can lose sanity such as: witnessing horrific scenes, encountering strange creatures, or undergoing great stress. Jack can minimize the loss of sanity by careful play and avoiding exposure to horrific scenes and/or avoiding conflict. Jack's mental health improves in situations that are defined as safe. A safe situation occurs when the player is not under any immediate threat and is not experiencing anything that would result in a sanity loss, a good location for this is around Elder Signs which offer protection from most of the horrors in the game.

Signs that the player is losing sanity:

- ◆ Rapid breathing
- ◆ Increased Heart Rate
- ◆ Controller Vibration

When in a safe area, Jack can recover sanity allowing him to withstand the effects of the assaults on his psyche. When in a safe area, Jack's breathing and heart rate will begin to slow and eventually stop when sanity has been restored.

Insanity Effects

Whenever Jack suffers a drop in sanity, he is subject to the development and manifestation of one or more of the following conditions.

Blurred Vision (standard)

Blurs the screen in an oscillating manner.

Hearing Loss

When experiencing hearing loss, environment sounds will be diminished or deadened. Jack's heartbeat, pain sounds, and/or breathing are not silenced.

Mysterious voices

When suffering from this loss of sanity effect, Jack will hear voices of various game characters in his head.

Panic

When panicking due to sanity loss, involuntary movement and reactions occur.

The specific indications of panic are:

- ◆ Increase sensitivity of controls
- ◆ Camera motion blur on horizontal movement
- ◆ Involuntary movement (firing off rounds, putting weapon away)

Shaking

When experiencing shaking, the camera shakes and Jack's teeth can be heard chattering.

Dizziness

When suffering from dizziness, the screen will begin to distort and oscillate in a disorienting way.

Slow Down

Jack's maximum movement speed will be reduced, also resulting in a shorter jumping distance.

Massive Sanity Failure

If Jack's sanity reaches zero, he will take his own life either with his weapon or his bare hands.

Saving

To save the game, you must first locate an Elder Sign, which are spread throughout each level at fairly regular intervals. Some of these will need to be uncovered as they are hidden behind cupboards and posters or under crates. However, many are noticeable and are unmistakable. There are two types of signs - the simple eye symbol and the strong eye symbol within a star.



The game is also auto-saved at key points during the game, usually when the player enters a new zone. If the player dies, they will be prompted with the option to Load or Continue, the latter choice will automatically load the last saved game.

Elder Signs featuring the star symbol automatically repel all Mythos creatures, so they can be used as a refuge for recovering health and sanity levels in the more challenging levels of the game.

Tips

If Jack doesn't provide a response on an object that looks like it should be actionable, try moving closer to the item.

Some bookcases simply need to be moved - sometimes they block doors, other times they may help cover your escape.

CALL OF CTHULHU

Credits

Call of Cthulhu:

Dark Corners of the Earth

Based on the Call of Cthulhu role-playing game from Chaosium Inc. inspired by the works of H. P. Lovecraft.

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Dark Corners of the Earth

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CALL OF CTHULHU

Dark Corners of the Earth

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