



The Shadow
In the
Cathedral

By Ian Finley and Jon Ingold

A Textfyre Interactive Fiction Game

Welcome the world of Klockwerk



Gears and cogs, racks and pinions, wheels within wheels within wheels. This is the substance of life for Wren, a ward of the monks in the Abbey of Time. In the city of St. Phillip, everything runs by clockwork, including the government and the church. As Second Assistant Clock Polisher in the Abbey of Time, Wren is the smallest gear in the vast machine. But big things can happen when even the smallest gear slips out of place.

This is Interactive Fiction

If you're new to Interactive Fiction, or Text Adventures, we would like to take you on a small tour to show you how it works. Interactive Fiction is both a game and story combined. It allows you, the player, to act as the main character in the story. To do this, you enter natural language commands using your keyboard. One of the first things you want to learn how to do is to move around. Unlike a video game, there isn't an animated character to move about with your mouse. Instead, you will tell the main character where you want them to go. In order to make this task easy, we provide you with simple compass directions like NORTH, NORTHEAST, and EAST, UP, DOWN, IN, or OUT that you can type to move the



main character through the setting of the game. The map of St. Philip is very big, with over ninety-five locations to visit. You will visit some of these locations once and others several times. One good idea is to use paper and pencil to draw a map of St. Philip as you move about. This way, you can remember where everything is as you play. Movement commands can be abbreviated; so instead of typing GO NORTH or NORTH, you can simply type N and the game will understand what you mean.

What you see is what can GET

Once you're comfortable moving around in an Interactive Fiction game, you'll notice that each location has a detailed description. Within this description there are clues that might help you solve a puzzle. For instance, a kitchen may have a drawer that you could open by typing OPEN DRAWER. This might reveal silverware, where you might be able to type TAKE KNIFE. There may also be a garbage disposal where you could, well, dispose of something; PUT EVIDENCE IN GARBAGE DISPOSAL. And of course you'd need to activate the disposal, so there's likely going to be a switch on the wall somewhere nearby. TURN DISPOSAL ON. Don't forget to TURN DISPOSAL OFF. But pay attention at all times and read every description thoroughly. The game you're playing may do things differently than you would at home. The trick is to become immersed in the story and enter commands that make sense to the main character. If you have decided to pick up things, you can review your INVENTORY at anytime. If you think a particular object is more interesting than others, you may try to EXAMINE it. If you don't need something, go ahead and DROP it anywhere. Be careful though, almost everything has some usefulness.

If it moves, it probably Talks Too

One of the amazing things within an Interactive Fiction story is the other characters milling about. Some of these characters will move around from location to location. Some will follow you. Some will try to avoid you. Some might try to hurt you. And some of them might try talking to you. And if they don't, you can always try to TALK TO them. You can also SHOW things to people and BUY things from others.

Jumping off a Cliff is Safe Here

(but not anywhere else!)



If you feel you're about to make an important decision and would like to SAVE your place, don't worry, you can always RESTORE it later. If you want to start over, just RESTART the game at any time. You can also click on the Table of Contents tab and use the menu items for saving and loading your place in a game.

Help is On the Way

(Deluxe Edition only)

If you're having trouble figuring out what to do next, you can always consult the handy hints built into the game. If you type HINT or HINTS or click on the Table of Contents tab and then click Get Hints, a list of hint topics will be displayed on the right page. You can click each topic and the list of hints will be displayed. But wait! You can't read them! Don't worry. Each hint is available in the order they're displayed. So if you click on the first hint, it will shimmer magically and become readable and the next hint will become available, and so on. There is no restriction on using the hints, so use them whenever you need to.

Take a short cut, please!

Many of the commands you can enter within the game have abbreviations or shortened versions. For instance, you can type INVENTORY (or I). If you want to do something again, you can type AGAIN (or G). You can also type WAIT (or Z) when you just want to watch what happens next.

Time Travelling

There is a very special command for going back in time...called UNDO. If you enter this command, it will undo your last turn. In fact, you're able to UNDO up to five times in a row.



Other Common Commands

Some other command commands involve your senses. You can LISTEN, SMELL, TASTE, TOUCH, and of course EXAMINE. You can also SLIDE, JUMP, KICK, KILL (hey, this *is* an adventure!), ATTACK, SLEEP, RUN, CLIMB, HIDE, and even PRAY.

Sample Transcript

To give you a feel for how to play Shadow, we've put together a transcript of an imaginary game. In this game, you are being chased by zombies...

The world has run amuck and you're one of the last survivors. You've managed to make a home for yourself in town, despite the handful of zombies shuffling about. Luckily it's a small town. You can't imagine trying to survive in one of the major metropolitan areas.

The sun is shining and it looks to be a beautiful day. It would be good to go grocery shopping and maybe pick up a DVD.

Front Porch

This is the front porch of your adopted home. It's one of those large wrap-around porches, surrounding a large house on a hill. You can see the rest of the town clearly from here. A few zombies can be seen in the distance. It looks safe to go about your business. You can head down into town or back inside the house. The porch leads north and south to the sides of the house.

> I

You're carrying a grocery list.

> READ LIST

It has frozen pizzas, frozen vegetables, pop, and cereal listed.

> DOWN

You saunter down the hill, paying very close attention to all directions.

East End of Main Street

This is the east end of Main Street that intersects with Cuyahoga Boulevard. The grocery store is further downtown to the west. Cuyahoga leads out of town and unsafe areas.

> WEST

Between Cuyahoga and Saunter on Main Street

This is (or was) the government section of downtown. The police department is on the north side of the block while the post office and chamber of commerce are on the south side.

A zombie comes around the corner and senses your presence.

> X ZOMBIE

It's a man with a red plaid shirt, not sure who, which is a good thing. It's always way creepier when you know who the zombie was when they were "alive".

Between Cuyahoga and Saunter on Main Street

The zombie shuffles closer and is now about 30 yards away.

> WEST

Saunter and Main Street

The intersection has a few burned out cars and leads in all four cardinal directions.

The Plaid Zombie shuffles closer and is now about 20 yards away. He seems to be picking up speed too. You hear his teeth clacking and a moan escapes his throat.

> WEST

Between Saunter and Fillmore on Main Street

This block has a small grocery store on the north side named "Cullins" and an assortment of clothing and sundry stores on the south side.

The Plaid Zombie is shuffling towards you at a faster pace and is close enough to warrant attention.

> PUNCH ZOMBIE

You wind up a good punch to the neck of the Plaid Zombie and your hand slips through and gets caught. The Plaid Zombie grabs you and its teeth clack faster. Another zombie, wearing a party dress, comes around the corner.

> REMOVE HAND FROM PLAID ZOMBIE

You pull your hand out by kicking the Plaid Zombie in the stomach. Your hand comes free, but now your foot is entangled in its intestines. The Plaid Zombie is wrestling with your leg while the Party Zombie nears.

> REMOVE FOOT FROM PLAID ZOMBIE

You do a backwards somersault and flip the Plaid Zombie over your head. He lands a few feet away and begins to rise to his feet. The Party Zombie is now close enough to warrant attention.

> NORTH

This is Cullins Grocery, a small town store with everything the last person on the planet would need, for a few months anyway. There are eight aisles with signs above each one.

The Plaid and Party Zombie are nearing the store entrance and a third zombie, wearing a football jersey and helmet, is close behind.

> READ SIGNS

- 1 - Bread and Cereal
- 2 - Canned Food, Rice, and Beans
- 3 - Salad Dressing, Pickles, Olives
- 4 - Household Items
- 5 - Frozen Foods

- 6 - Cookies, Candy, Popcorn
- 7 - Dairy
- 8 - Soda and Chips

> GO TO AISLE 1

Aisle 1 - Bread and Cereal

This aisle used to have bread, but perishables were the first items to disappear. There's still a large selection of cereal, your favorite being Ghoulie O's (the irony always makes you smile). The aisle leads south to the entrance and north to the meat counter.

The Plaid, Party, and Football Zombies are entering Aisle 1. Slowly.

> X CEREAL

There isn't much left. The zombies don't eat cereal, but there must be other non-zombies because someone else is definitely shopping here too. Luckily they don't like your favorite, Ghoulie O's.

The three zombies are tripping over each other, but getting closer.

> TAKE CEREAL

Check, got the cereal.

The Football Zombie presses ahead of the other two and ducks for a tackle.

> SOUTH

You step aside as the Football Zombie dives onto the floor (you love that move) and then head out the other side of the aisle, away from the zombies.

Meat Counter

This is the meat counter of Cullin's. No one's bothered the seafood (which isn't doing so well) but the rest of the meat has been cleared out (zombie or human, you know not). The deli is west and the produce section is east. You can also head up any of the 10 aisles.

The Plaid and Party zombie pass the Football Zombie in aisle 1, who is struggling to get back to his feet.

> GO TO AISLE 5

Frozen Foods

There are refrigerators on both sides filled with pizzas, vegetables, ice cream and other items.

You hear moaning and clacking teeth coming from the north.

Credits

The Shadow in the Cathedral

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