Claw
Design Bible

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1. Target Audience

Claw is aimed at the player who plays traditional, console/arcade-style action games. The gameplay is suitable for all audiences, but is primarily targeted at humans ages 8-30.

Anyone who's enjoyed playing side-scrollers on the consoles will enjoy playing Claw.

2. System Requirements

2.1 Minimum System Requirements

PC running Windows 95
Pentium P90 or equivalent
16 megs system RAM
DirectX Accelerated Video Card w/2 Megs video RAM
Sound Card
4x speed CD ROM drive
25 megs hard drive space

2.2 Recommended System Requirements

PC Running Windows 95
Pentium 133 or equivalent
16 megs system RAM
DirectX Accelerated Video Card w/2 Megs video RAM
Sound Card
6x speed CD ROM drive
25 megs hard drive space

3. Setup

Claw uses Install Shield as its setup program.

The Setup program copies, onto the player's hard drive, all necessary files to run the game.

Movies will not be copied to the hard drive due to their large size.

3.1 Setup Procedure

1. User inserts Claw CD into CD-ROM drive. If autoplay is enabled, the setup program will automatically run. If autoplay is disabled, the user can select the CD-ROM from My Computer or can access the setup program through Windows Explorer.
2. Setup Screen #1 appears--Welcome screen. This screen tells the user that Claw will be installed. User has option to continue or exit. User clicks **Next** to continue, **Cancel** to exit setup. Copyright warning is also displayed on this screen.
3. Setup Screen #2 appears. This screen allows the user to choose a Setup type. The options are **Minimal**, **Full** and **Custom**. User checks an option, then clicks **Next** to continue, or **Cancel** to cancel the setup.

   Choosing **Minimal** only installs DirectX, Active Movie, the claw.exe, Custom directory w/custom levels, misc directory, and makes registry entries. No Claw resource files are copied to the user's hard drive. This install requires the CD in order to run.

   Choosing **Full** installs all necessary files to the user's hard drive (.rez file, .exe, registry settings, DirectX, Portal, Active Movie, Custom directory w/custom levels, misc directory)--no movies--they remain on the CD.

   Choosing **Custom** allows the user to choose the components that are installed.

4. Once the user selects the type of install, 1 of 2 things happen. If the user has selected **Custom**, then the user gets the custom screen (screen #3), where he/she can choose the individual components to be installed. The options are: Claw, Portal, Levels, HiColor Levels, DirectX3a, Active Movie. Once the user selects the components to be installed, Screen #4 appears.

   If the user has selected **Minimal** or **Full**, then Screen #4 immediately appears--the destination directory. The user can choose a destination directory for the install. The default directory is c:\games\claw. The user can change this directory by clicking the **Browse** button and choosing an alternative directory. The user can click **Next** to continue, **Back** to go back to the previous screen, or **Cancel** to cancel the installation.

5. Once the destination directory has been set, screen #5 appears--the user information screen. The user must enter a **Name**, **Location** and **Email** address. Name is taken from the Computer name as listed in the registry. Default text for Location (somewhere USA) and email (none) appear. The user can alter these fields. Entries in these fields are required (a value must be entered in each in order for setup to continue). Once the user has entered information in these fields, the user can continue the setup by clicking **Next**.

6. Setup Screen #6 appears--the Select Program Folder screen. This screen contains options to set the program folder that Claw will be installed in. The default program folder is Monolith Games, but the user can change this directory by choosing another program folder (available program folders are shown at the bottom of the screen).

7. Setup Screen #7 appears--the file installation screen--this is when installation progress is shown.

8. Setup Screen #8--this screen indicates to the user if the installation was successful. If the user needs to restart his/her machine, a restart option is shown w/2 checkbox options--restart now or restart later. If a restart is not necessary, then a "Play Claw Now" option is shown w/a check box. A **Finish** button is displayed at the bottom of either screen. Clicking **Finish** completes the installation process.

4. Help

4.1 In-Game

Help consists of a single screen overview of the game. The help screen contains an overview of the controls and hotkey shortcuts.

The help will evolve to reflect changes made to the game, but are currently contained in a .bmp in the game.

4.1.1 Help Screen Contents

Default Controls	
Move Left	Left Arrow
Move Right	Right Arrow
Climb Up	Up Arrow
Climb Down/Duck	Down Arrow
Jump	Spacebar
Hand Attack (sword, punch, kick)	Ctrl
Throw	Ctrl+Up Arrow or Z
Projectile Attack (pistol, magic)	Alt
Toggle Projectile Weapon	Shift
Increase Play Area	+
Decrease Play Area	-

Quick Menus	
In Game Menu	ESC
Help	F1
	F2
	F3
	F4

	F5
	F6
	F7
	F8
	F9
	F10

The quick menus may or may not be used.

4.2 ClawEdit

A help file will accompany the editor. The help file will be done by Monolith. The help for the editor will describe, in detail, how to use the editor. An web page will also be available to get the latest help on the editor.

5. Documentation

Paper documentation is still TBD. This depends greatly on the wishes of the publisher.

5.1 Manual

At minimum, the manual (to ship with retail version) will contain information about installation, controls, weapons, background story, characters, levels and objectives for the game, as well as a short section on trouble shooting.

5.1.1 Installation

5.1.2 Controls

5.1.3 Weapons

5.1.4 Background Story

5.1.5 Characters

5.1.6 Levels

5.1.6.1 Level Overviews

5.1.6.1.1 Level 1: La Roca

5.1.6.1.2 Level 2: The Battlements

5.1.6.1.3 Level 3: The Footpath

5.2 CD Insert

The CD insert may actually be the manual for the game.

5.3 Registration Card

TBD by publisher.

6. Interface

The interface in Claw is designed to be simple to use and is similar to "console" style menus in layout and navigation. Buttons will allow the player to navigate the menu system.

6.1 Menus

There are three menu types. The first type is the Main Menu, which is presented to the player upon entering the game. This menu is full screen, and has the major game options available.

The second type is the Game Menus. These are accessed by the player during the game, by hitting ESC, which brings up the Main Game Menu, or by hitting a hotkey (which brings up the appropriate submenu).

The third type is the Start Game Menu Box. This box is displayed when the player autoplays the CD. This is a kind of "front end" for the game, similar to Warcraft II in its use and look.

All menus are outlined below.

6.1.1 Menu Descriptions

6.1.1.1 Start Game Menu Box

This menu box appears when the player autoplays the CD. It is similar in design to the first box that appears in Warcraft II (i.e., it is a dialog that lays on top of the player's desktop). This menu box has 4 options.

6.1.1.1.1 Play Claw

Choosing this option launches the game, bringing up the Main Menu for Claw.

6.1.1.1.2 Explore this CD

This option allows the player to explore all the files on the Claw CD. It won't be terribly useful, but will give the player some ideas about what's on the CD, as well as give them access to the README.txt file, and any other programs on the CD (demos, etc.)

This option has not yet been implemented, and may depend on whether or not we include any demos, apps, etc. w/Claw.

6.1.1.1.3 Uninstall

This option allows the player to uninstall Claw. The uninstall option will uninstall the entire game, world editor, etc. It will prompt the player for confirmation if it is selected.

6.1.1.1.4 Quit

This will close the Start Game Menu Box. The player will be prompted for confirmation before exiting.

6.1.1.2 Main Menu Screen

The Main Menu Screen is a full screen menu that shows most of the available options for Claw. This is the starting point for a Claw game, as well as the screen that the player gets dumped back into if they quit a Claw game.

The Main Menu Screen has several options, which are listed below.

6.1.1.2.1 Single Player

This option brings the player to the Single Player Menu Screen. This menu screen allows the player to start a new game, load a saved game, load a custom level, or get information about saving a game.

6.1.1.2.1.1 New Game

This option starts a single player game. The player is immediately dumped into the start position in level 1.

6.1.1.2.1.2 Load Game

This option brings up a list of previously saved games.

Since games are automatically saved at the end of each level, and the saved game uses the Player Name to identify saved games, saved games are listed by level # and title.

Level titles are as follows:
Level 1: La Roca

Level 2: The Battlements
Level 3: The Footpath
Level 4: The Dark Woods
Level 5: The Township
Level 6: El Puerto del Lobo
Level 7: The Docks
Level 8: The Shipyards
Level 9: Pirate's Cove
Level 10: The Cliffs
Level 11: The Caverns
Level 12: Undersea Caves
Level 13: Tiger Island
Level 14: The Temple

6.1.1.2.1.3 Load Custom Level

By selecting Load Custom Level, the player can choose to load a custom or player-generated level. After selecting the Load Custom Level option, a list of all available custom levels will be shown. As with the Load Game dialog, two buttons (Load and Cancel) are shown at the bottom of the screen.

All custom levels will be located in the **custom** directory in the **claw** directory, so the player must place all custom levels in this directory in order for the program to see them.

6.1.1.2.1.4 Save Game

If the player accesses the Save Game option from the Main Menu, a description box describing the save game function will appear. The following text should appear in this box:

Your game is automatically saved during the game.

6.1.1.2.1.4.1 About the Save Game Option

Games are saved automatically at the end of each level and at "super checkpoints". This means that the player cannot save a game at any point, only at the end of a level or at a super checkpoint.

6.1.1.2.1.5 Upload Scores

Choosing Upload Scores will automatically upload the high scores for the currently selected player. The high scores are contained in the player's .sav file in an encrypted format. The player must be connected to an ISP or have their net connection up and running in order to upload the high scores.

6.1.1.2.2 Multi Player

6.1.1.2.2.1 Level Racing

Choosing Level Racing brings the user to the DirectPlay connection dialogs.

Level Racing is the only way to play Claw over the net, a lan, or modem-to-modem. Once the player selects Multi Player, he is prompted to select the connection type. This connection process is controlled by DirectPlay, so will therefore be dependent on all future releases of the DirectPlay API. The order of the list boxes, etc. are also controlled by DirectPlay.

6.1.1.2.2.1.1 Connection Type

The player must first choose a connection type before starting a level racing game. There are 3 connection types supported for level racing: IPX, TCP/IP, Serial. IPX is for LAN games, TCP/IP is for internet games (and game servers/lobbies), and Serial is for Modem-to-modem or null-modem games.

6.1.1.2.2.1.1.1 IPX Connection for DirectPlay

This connection is suitable for LAN games. By choosing this option, the player must have access to a network (i.e., network card, etc.).

6.1.1.2.2.1.1.2 TCP/IP Connection for DirectPlay

This connection type is used for internet games. Once the player selects TCP/IP he must enter an IP address to connect to, or if hosting, the host IP address. As IP addresses are entered, a list box will appear, allowing the player to choose from a list of games.

6.1.1.2.2.1.1.3 Serial/Modem Connection for DirectPlay

This connection can be used to connect to another player via modem, or another computer via serial connection (null modem). By the nature of the connection, Serial/Modem is limited to 2 players.

6.1.1.2.2.1.2 Game Types

There are 2 game types for level racing: Best Score and Best Time. A "marathon" option is available to allow level racing over multiple levels. "marathon" level races must take place over sequential levels.

6.1.1.2.2.1.2.1 Best Score

The object of best score is to have the highest score among all opponents when the level ends. The level ends when a player gets the flag at the end of the level. Whoever has the highest score when the level ends wins the level race.

A bonus of 5050 points is awarded to the player who reaches the finish flag first. This bonus may push a player into first place.

6.1.1.2.2.1.2.2 Best Time

The object of Best Time is to get to the end of the level as fast as possible. Score means nothing. The first player to reach the flag at the end of the level wins the level race.

Unlike Best Score, Best Time allows all players to finish the level. Although there is still only 1 winner for the Best Time Level Race, this allows players to race for 2nd, 3rd, 4th, etc. When a player finishes the race, the player is shown the Rankings screen. If the player exits the rankings screen, they return the Claw Lobby, or return to the main menu (if playing a LAN game).

One thing to note about Best Time is that the player will have to kill some enemies, as the enemies hold most of the valuable powerups, including health, ammo and magic. Without these powerups, the player will find it difficult if not impossible to get through the level. Therefore, the player will have to fight at least some enemies, making the level race as much strategy as it is skill.

6.1.1.2.2.1.3 Creating or Joining a Level Racing Game

Once a player has selected a connection type, the player must then choose to create or join a game. If the player chooses to create a game, then the player has control over who may join the game, max players allowed in the game, the game type, the level on which the game is to be played, and when the game starts. If the player chooses to join a game, the player joins a created game and has no control over these factors (these factors are determined by the game creator).

6.1.1.2.2.1.3.1 Creating a Level Racing Game

If the player chooses to Create a Level Racing Game, he simply clicks the Create button at the bottom of the Available Sessions list box.

After clicking create, the player will be prompted to name the game, set the max number of players allowed in the game, set the level on which to Level Race (or select a custom level), and select the game type. Game types are described earlier in this document.

Once these factors are set, a Current Players dialog box is shown. This box displays all players who have joined the game and are waiting for the game creator to start the game. The game creator can choose to Start or Abort the game at any time by clicking either of these buttons.

6.1.1.2.2.1.3.1.1 Level Racing on a Custom Level

Level Racing is possible on a custom level. If the creator wants to race on a custom level, the creator simply clicks the Custom button, then selects a level from the available custom levels.

Note: All participating players must have the custom level in order to level race on that level. Level files will be very small (20k), so downloading them shouldn't be a problem. Download functionality is built into Portal to facilitate downloading custom levels.

6.1.1.2.2.1.3.2 Joining a Level Racing Game

If the player chooses to join a game, he can choose a game from the available list. All available sessions are shown in a list box. Each game displays who created the game and the goal of the game (i.e., game type). To join an available game, the player chooses the game by selecting it from the list, then clicks the JOIN button to join the game.

6.1.1.2.2.2 Game Lobby

Choosing this option launches the game lobby client—specific instructions on the game lobby can be found in the game lobby help file.

Claw exits and the client software starts.

6.1.1.2.2.3 Edit Chat Macros

The player can edit chat macros for use during Multi Player play. All 7 function keys are available for custom chat macros. Each key is shown, with a text field that can be edited.

Pressing a function key will send the corresponding chat message.

Available keys: F2-F8

6.1.1.2.3 Replay Movies

The replay movies option gives the user the option of replaying any of the cutscenes they've seen during the game. The default status for this screen is showing only the Monolith Logo and the Introduction, with the other 8 movies grayed out.

6.1.1.2.3.1 Movie Titles

Monolith Logo
Introduction
Escape
Out of the Woods
The Tavern
The Chase
Reunion
Tiger Island
We Meet Again
The Ceremony

6.1.1.2.4 Options

6.1.1.2.4.1 Edit Players

The Edit Players option is displayed in the Options Menu Screen.

This option allows the user to change the player name.

All saved games are based on the Player Name. The saved games, including high scores, are stored in a file based on the player name.

The Player Name is first entered during the install process, when the user is prompted to enter a Player Name.

If no Player Name is entered during the install process, the name "Player" is displayed.

The difficulty is also set when choosing a player. The difficulty settings are either "normal" (the default setting when the user installs the game) or Easy (a check box listed in the new player dialog).

6.1.1.2.4.1.1 New
Choosing New Player allows the user to add a new player name to the name list.

6.1.1.2.4.1.2 Info
Displays the information for the currently selected player name.

6.1.1.2.4.1.3 Change
Allows the user to change the player name.

6.1.1.2.4.1.4 Remove
Removes the currently selected player name from the name list. Also wipes out all saved games for that player.

6.1.1.2.4.2 Controls
The controls can be customized by the player. The controls screen consists of a 2 column list. Column 1 contains keyboard configuration info and column 2 contains joypad configuration info (if available). The player uses the mouse to setup the controls for each device. Moves are shown on the left side of the screen, with keys/buttons shown in drop down lists on the right side of the screen. The player can select different values for each move by using the mouse to select a value from the drop down list. The possible configurations, buttons and keys are listed under the menus outline section of this document.

6.1.1.2.4.3 Display
Display options can be adjusted by the player. Adjusting the display options allows the player to optimize Claw for the best performance.

6.1.1.2.4.3.1 Color Depth 8bit/16bit
8-bit (256 color) is the default setting for Claw.

The 8-bit .rez file is the .rez file that is installed in a full installation.

16-bit requires the CD (the 16bit .rez file is on the CD). 16 bit version will run slower, but looks better.

Switching from 8-bit to 16-bit may require the user to restart Claw.

6.1.1.2.4.3.2 Detail High/Low
Default status: High

Detail level allows the player to turn "eye-candy" sprites and lighting effects on and off. By choosing low-detail, some of the non-necessary sprites and lighting effects are disabled, as well as sparkles around the treasures and powerups. Choosing "low" should improve the frame-rate on low-end systems. Eye-candy sprites are flagged by the level designers in Wapworld (the Claw editor) so that they won't be drawn during the game when low detail is selected.

Choosing low detail level will not affect the user's ability to play the game--the game just won't look as "rich".

6.1.1.2.4.3.3 Front Layer On/Off
Default status: ON

Being able to toggle the front layer can improve frame-rate, as well as remove the front layer if the user so desires.

6.1.1.2.4.3.4 Game Play Area

Default status: max game area (full screen)

A slider is used to set the gameplay area. To the right is a larger gameplay area, to the left is smaller. Claw uses a "letterbox" format for shrinking the gameplay area (vertical size decreases, while horizontal remains constant).

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6.1.1.2.4.3.5 Movies Stretched/Interlaced

Default status: interlaced

Since we're using smacker for the movies, we have the ability to play back the movies either stretched or interlaced. The option is purely subjective, but we can do it easily so we're providing the option to the user.

The option has not yet been implemented (but will be shortly).

6.1.1.2.4.4 Audio

Choosing Sound from the options menu brings up the sound options screen. The sound options are listed below.

6.1.1.2.4.4.1 Sound

Default status: ON

The Sound FX option allows the player to turn the sound fx on and off. Turning the sound fx off will turn off all sound, including voice and ambient sounds, in the game. Midi music is unaffected by this menu option.

The sound option also contains a volume slider which allows the player to set the volume for the sound fx in the game.

6.1.1.2.4.4.2 Voice

Default status: ON
This option allows the user to turn off the character voices in the game. Turning off this option does not affect any other sounds in the game.

6.1.1.2.4.4.3 Ambient

Default status: ON
This option allows the user to turn off only the ambient sounds in the game. Ambient sounds include things like whistling wind, chains, water, etc--things that are set for an entire level.

Turning off ambient sounds does not affect any other sounds in the game.

6.1.1.2.4.4.4 Music

Default status: ON

This option controls the midi tracks.

The music option also contains a volume slider which allows the player to set the volume for the music/midi in the game.

6.1.1.2.4.5 Difficulty

The difficulty is based on the current player. Choosing the difficulty menu displays the following message:

"Difficulty level is based on the current player. To change the difficulty create a new player."

6.1.1.2.5 Credits
The credits option will allow the player to view the credits for the game. The credits will be a scrolling type movie and list everyone involved in the production of the game.

The following is a preliminary list of credits (in no particular order):

Created by	Garrett Price
Game Designer	Chris Hewett
Game Designer	Bill Vandervoort
Game Designer	Matt Wasnick
Game Engine and Tools by	Brian Goble
Lead Engineer	John LaCasse
Game Engineer	Kevin Stephens
Game Lobby Engineer	Scott Schlegel
Character Artist	Matthew Hayhurst
Character and Game ArtistIsrael Evans	
Game Artist	Leslie Beaber
Background Artist	Geoff Kaimmer
Lead Animator	Emma Vokurka
Animator	Rebecca Bush
Producer	John L. Jack
Animated Movie Production	Wallace Studios
Level Music and Movie Scoring	Daniel Bernstein
Sound FX	Cass Thruston
Debab Master	Spencer Maiers
Quality Assurance Lead	Lynne Dayton
Quality Assurance	Rodd Karp
Voice Talent	????

6.1.1.2.6 Help
Accessing Help brings up the Help screen. For more information on the help screen, see the section on Help, located earlier in this document.

The help screen contains the default controls for Claw.

6.1.1.2.7 Quit
Selecting Quit will quit the game. The player should be prompted with "Are you sure you want to quit?" before quitting the game.

6.1.1.3 Game Menu
The game menu is accessed during the game by hitting the ESC key.

When accessed, the Game Menu pauses the game and brings up a smaller menu list that overlays on the game screen.

6.1.1.3.1 Return to Game ($\rightarrow$ back to game)
Returns the player back to the game.

6.1.1.3.2 End Life (if player is stuck somewhere)
Choosing this option ends the current life (if Claw gets stuck or the player decides to return to the previous checkpoint and sacrifice a life).

6.1.1.3.3 Options

6.1.1.3.3.1 Controls (use mouse or keyboard to select value)

Selecting Controls accesses the controls menu. This menu is the same as the one accessed through the main menu/options/controls selection.

6.1.1.3.3.2 Display

Selecting display accesses the display menu. This menu is the same as the one accessed through the main menu, but does not include 8-bit/16-bit option or the high/low detail option (including either of these options would have necessitated restarting the level, which we don't want).

6.1.1.3.3.3 Audio

Selecting Audio accesses the audio menu. This menu is the same as the one accessed through the main menu/options/sound selection. Contains sound and music options and volume slider for each.

6.1.1.3.4 Help (F1)

Selecting Help access the help screen, which is the same as hitting F1 during the game.

6.1.1.3.5 End Game (→ Main menu)

Prompted with "Are you sure you want to Quit to the Main Menu?"

6.1.2 Menus Outline

- Start Game Menu Box (similar to Warcraft II). This box will appear when you autoplay the CD.
- Play Claw
- Explore this CD
- Uninstall Claw
- prompt player for confirmation
- Quit
- prompt player for confirmation
- MAIN MENU SCREEN
- Single Player (→New/Load/Save Menu Box)
- New Game (→ new game)
- Load Game (→ Load Game Menu Box)
- Levels List (shows all levels where a saved game exists)
- Choose Saved Game
- Back
- Load Custom Level
- Custom Level List
- Select
- Cancel
- Save Game (Save Game Info Box)
- Auto Save explanation
- Upload High Scores
- Multi Player (→ Level Racing DirectPlay Box)
- Level Racing
- Select Connection Type
- IPX connection for DirectPlay
- list available sessions
- new game (click new game)
- select game type
- highest score
- best time

- name game
- select level (or levels for marathon game)
- set max players
- set closed after start
- ok
- waiting for other players
- start game
- abort
- join game (select game, click join)
- waiting for game to start
- abort
- TCP/IP Connection for DirectPlay
- new game
- select game type
- highest score
- best time
- name game
- select level (or levels for marathond game)
- set max players
- set closed after start
- ok
- waiting for other players
- start
- abort
- join game
- display available sessions
- connect to IP address
- waiting for game to start
- abort
- Modem/Serial Connection for DirectPlay
- new game
- select game type
- highest score
- best time
- name game
- select level (or levels for marathon game)
- max players set to 2 automatically
- set closed after start
- ok
- waiting for other player to connect
- start
- abort
- join game
- list available connections
- select connection
- dial and connect
- new connection
- type number to dial and add to list
- dial and connect
- Game Lobby
- Edit Chat Macros
- Replay Movies
  - Monolith Logo
  - Introduction
  - Escape
  - Out of the Woods

- - The Tavern
  - The Chase
  - Reunion
  - Tiger Island
  - We Meet Again
  - The Ceremony
- Options
- Edit Player
- New
- New player dialog
- Info
- Current player info dialog
- Change
- Players list
- Remove
- Prompt "Are you sure you want to remove the current player?"
- Controls (use mouse to select value)
- Setup Joypad (defaults shown in parenthesis)
- Jump (1)
- drop down list (buttons 1-8, none)
- Hand-to-Hand Attack (2)
- drop down list (buttons 1-8, none)
- Use Projectile (3)
- drop down list (buttons 1-8, none)
- Toggle Projectile (4)
- drop down list (buttons 1-8, none)
- Throw (5)
- drop down list (buttons 1-8, none)
- Pistol (6)
- drop down list (buttons 1-8, none)
- Magic (7)
- drop down list (buttons 1-8, none)
- Dynamite (8)
- drop down list (buttons 1-8, none)
- Revert to Defaults
- Keyboard (defaults shown in parenthesis)
- Jump (space bar)
- drop down list (lists all keyboard keys)
- Hand-to-Hand Attack (CTRL)
- drop down list (lists all keyboard keys)
- Use Projectile (ALT)
- drop down list (lists all keyboard keys)
- Toggle Projectile (SHIFT)
- drop down list (lists all keyboard keys)
- Throw (Z)
- drop down list (lists all keyboard keys)
- Pistol (1)
- drop down list (lists all keyboard keys)
- Dynamite (2)
- drop down list (lists all keyboard keys)
- Magic (3)
- drop down list (lists all keyboard keys)
- Special Weapon/Magic (4)
- drop down list (lists all keyboard keys)
- Revert to Defaults
- Display

- detail hi/low
- front layer on/off
- gameplay area increase/decrease
- movies stretched/interlaced
- Audio
- Sound
- On/Off
- Volume (slider)
- ambient on/off
- voices on/off
- Music
- On/Off
- Volume (slider)
- Difficulty
- Difficulty level is based on the current player. To change the difficulty, create a new player
- Credits
- Credit Screen (scrolling)
- Help (F1)
- View Help Screen (help screen shows default controls)
- Quit (ESC)
- Are you sure you want to quit (Y/N)
- GAME MENU The game menu is accessed during the game. Hot keys are listed next to the menu options. Using the hotkeys will bring the player immediately to the appropriate sub-menu.
- Return to Game
- End life (if player is stuck somewhere).
- Options (F8)
- Controls (use mouse or keyboard to select value)
- Setup Joypad (same as listed above)
- Jump (1)
- drop down list (buttons 1-8, none)
- Hand-to-Hand Attack (2)
- drop down list (buttons 1-8, none)
- Use Projectile (3)
- drop down list (buttons 1-8, none)
- Toggle Projectile (4)
- drop down list (buttons 1-8, none)
- Throw (5)
- drop down list (buttons 1-8, none)
- Pistol (6)
- drop down list (buttons 1-8, none)
- Magic (7)
- drop down list (buttons 1-8, none)
- Dynamite (8)
- drop down list (buttons 1-8, none)
- Revert to Defaults
- Keyboard (defaults shown in parenthesis)
- Jump (space bar)
- drop down list (lists all keyboard keys)
- Hand-to-Hand Attack (CTRL)
- drop down list (lists all keyboard keys)
- Use Projectile (ALT)
- drop down list (lists all keyboard keys)
- Toggle Projectile (SHIFT)
- drop down list (lists all keyboard keys)
- Throw (Z)
- drop down list (lists all keyboard keys)

- Pistol (1)
- drop down list (lists all keyboard keys)
- Dynamite (2)
- drop down list (lists all keyboard keys)
- Magic (3)
- drop down list (lists all keyboard keys)
- Special Weapon/Magic (4)
- drop down list (lists all keyboard keys)
- Revert to Defaults
- Display
- front layer on/off
- gameplay area increase/decrease
- movies stretched/interlaced
- Audio
- Sound
- On/Off
- Volume slider
- ambient on/off
- voices on/off
- Music
- On/Off
- Volume slider
- Help (F1)
- help screen
- End Game (→ Main menu)
- Are you sure you want to end your game?

6.2 Meters and Icons

The meters and icons allow the player to view important information about the game. Health is the most important gauge of Claw's condition, so health is always on the screen.

All weapon meters work on a toggle system, i.e., only 1 weapon meter can be displayed at any one time. Use the SHIFT key (or a button on the controller) to toggle through the available weapons.

6.2.1 Health Meter

Purpose: displays remaining health for CC.

Location: upper right corner of the screen.

A numerical value (1-100) will be shown next to the heart, to let the player know how close to 0 CC's health is. 100 is full health. 0 is dead.

6.2.2 Magic Claw Meter

Purpose: displays magic energy available.

Location: upper right corner of the screen.

A numerical value (0-100) will be shown next to the Claw. Magic can be gained only by picking up magic power ups. 100 is max, 0 means no magic available. Each Magic Claw attack takes 5 energy units.

6.2.3 Pistol Ammo Meter

Purpose: displays pistol ammo available

Location: upper right corner of the screen

A numerical value (0-100) will be shown next to the pistol Ammo can be gained by picking up ammo power ups.

6.2.4 Dynamite Meter

Purpose: displays dynamite ammo available

Location: upper right corner of the screen

A numerical value (0-100) will be shown next to the dynamite. Dynamite can be gained by picking up dynamite powerups. Each dynamite powerup contains 5 bundles of dynamite.

6.2.5 Claw Head Meter

Purpose: displays the number of lives left

Location: upper left corner of the screen

The Claw Head Meter shows the number of lives that the player has left. The max value is 9. 0 means that the player has no lives left in reserve (i.e., if the Claw Head meter shows 0, the next time the player dies, the game is over).

An extra life is gained by picking up 1-up powerups, or by reaching multiples of 1,000,000 treasure points.

6.2.6 Score

Purpose: displays the player's score

Location: upper left corner of the screen

The score shows the total score for the entire game. An extra life is gained every time the player reaches 1,000,000 points.

6.2.7 Timer

The timer appears when Claw has a time-based powerup, such as catnip or a sword powerup.

The timer appears in the upper left corner of the screen.

7. Captain Claw Moves and Controls

MOVE	KEY	STATUS	FRAMES*
Sword/Hand-to-Hand			
sword swipe (mid)	CTR	Done	8
punch (high) 2 punch move	CTR	Done	8
Kick	CTR	Done	5
pick up	CTR + UP or can be mapped to a button on game pad	Done	4
Walk while holding object above head	Arrows	Done	3
throw (mid, close quarters)	CTR	Done	6
jump sword swipe	SPACE + CTR	Done	6
duck attack/sword lunge (mid)	HOLD DOWN + CTR	Done	6
claw attack (while on catnip)	CTR	TBD	4-6
Special Weapon			
duck pistol	DOWN + ALT	Done	5
standing pistol	ALT	Done	5
jump pistol	SPACE + ALT	Done	4
standing throw dynamite	ALT	Done	8
ducking throw dynamite	ALT	Done	
jumping throw dynamite	ALT + SPACE	Done	
standing magic claw	ALT	Done	6
Jumping magic claw	ALT + SPACE	Done	
ducking magic claw	DOWN + ALT	Done	4
Movement			
Run	HOLD RIGHT/LEFT	Done	10
Idle 1 (breathing)		Done	4
Idle 2		TBD	5
Idle 3		TBD	6
Rope grab	UP + SPACE	TBD	2
Jump off rope	SPACE	TBD	2
on rope (idle)		TBD	4
Jump	SPACE	Done	9
Fall/pounce		Done	2
Impact (after long fall)		Done	2
Crouch/block (same as duck attack)	DOWN	Done	4
Look up	UP	Done	3
Climb up ladder	UP	done	6
Climb idle		done	4
Climb top of ladder	UP	TBD	2
Pre-fall/teeter forward		Done (doesn't happen on pegs/elevators)	6
hit by attack high		Done	2
hit by attack low		Done	2
hit while in air/jumping/swinging		TBD	2
Death sequence		TBD	6
Death on death tiles		done	4
Death in goo		TBD	4
hit during crouch		Done	2

Hold up gem/map piece	happens when player gets gem or map piece to end level	TBD	4
Hands on hips	for dialog between claw and boss	TBD	2
Pointing at boss	for dialog between claw and boss	TBD	2

*Frame numbers are approximations only. Using 1 or 2 more or less will not matter.

**ALT will always be the special weapon key. SHIFT will toggle between special weapon attacks.

7.1 Captain Claw Attacks and Damage

When "normal" mode is used (the default mode).

Attack Move	Damage to Enemy
Punch	5
Kick	5
Throw	4
Sword Swipe	5
Duck sword swipe	2
Jump sword swipe	5
Claw swipe (while on Catnip)	10
Pistol Shot	8
Magic Claw	25
Dynamite	15
Ice sword	20
Fire Sword	20
Electric Sword	20

Sword Powerups, Magic Claw and Claw Swipe don't do as much damage on bosses.

When "easy" mode is used (set in the player options when creating a player).

Attack Move	Damage to Enemy
Punch	20
Kick	20
Throw	20
Sword Swipe	20
Duck sword swipe	10
Jump sword swipe	20
Claw swipe (while on Catnip)	20
Pistol Shot	8
Magic Claw	25
Dynamite	15
Ice sword	20
Fire Sword	20
Electric Sword	20

8. Keys Assignments

Hot Keys	Menu
ESC	Menu Screen/Quit while at Main Menu
F1	Help
F2	
F3	
F4	
F5	
F6	
F7	
F8	
F9	
F10	
F11	
F12	
Ctrl+D	**Screen shot (puts autonumbered file in c:\games\claw directory)**
Movement Keys	
Space	Jump
Up Arrow	Climb/Look Up
Down Arrow	Duck/Block/Look Down
Left Arrow	Move Left
Right Arrow	Move Right
+	Increase Screen Size
-	Decrease Screen Size
Weapons Keys	
Ctrl	Hand-to-Hand Attack
Alt	Special Weapon Attack
Ctrl + Up Arrow or Z	Throw attack
Shift	Toggle Special Weapon (pistol → magic → dynamite → etc.)
1	pistol
2	magic claw
3	dynamite
4	special magic

9. Cheat Codes

Cheat codes enable a player to warp, jump higher, etc. To access a cheat code, just type in the letter sequence while playing the game. The codes are not case dependent.

Key Sequence	Result
MPKFA	GOD MODE gives full health, ammo, magic and invulnerability
MPGOD	Invulnerable mode
MPMERLIN	gives Claw full magic for Magic Claw
MPMETRX	gives Claw full health
MPNIPPY	gives Claw catnip
MPPYRO	gives Claw full dynamite
MPRAMBO	gives Claw full pistol ammo
MPINFINITY	gives Claw infinite lives

MPSUPERTHROW	Claw can throw enemies really far
MPROIDS	gives Claw amazing strength—100 hp's damage per attack
MPWIMPY	Claw attacks do no damage to enemies
MPFLUBBER	Makes Claw jump really high
MPMOONGOODIES	makes powerups bounce really high
MPBOTLESS	toggles background layer on/off
MPMIDLESS	toggles action layer on/off
MPTOPLESS	toggles top layer on/off
MPSTOPWATCH	Displays time through level
MPFPS	displays the frame rate
MPGHOST	Ghost mode--all enemies and claw become "ghost" like
MPHAUNTED	Makes all enemies "ghost" like
MPSPOOKY	Makes claw "ghost" like
MPSHADOW	Makes claw "shadow" like
MPLITH	Monolith cheat
MPLOGO	Monolith cheat
MPMONOLITH	Monolith cheat
MONOLITH	Monolith cheat
MPNOINFO	removes all info from the screen (fps, alpha version, etc.)
MPOBJECTS	displays # of active objects
MPPOS	displays the x,y position
MPTIMING	displays timing information
MPINCVID	Increases video resolution
MPDECVID	Decreases video resolution
MPDEFVID	
MPJAZZY	puts claw in Jazz lame-mode
MPWTF	Increases enemy strength a lot
CTRL + D	screen dump (creates a .bmp with correct palette in claw directory)
CHEATS TO BE REMOVED FOR RETAIL	
MPUDPATE	Displays updated timing information
MPTIMING	Displays timing information
MPNEXT	goes to the next level
MPPREV	goes to the previous level
MPARMOR	gives Claw invulnerability on death tiles (goo or spikes)
DEBUG CHEAT CODES/ACCELERATOR KEYS	
Ctrl+Alt+Z (DEBUG ONLY)	displays z values for all objects on screen (hit again to turn off)
CTRL + ALT + P (DEBUG ONLY)	Changes your position
CTRL+ALT+R	reloads current level
CTRL+L	loads a custom level (from title screen or main menu)
CTRL+ALT+R	When in wapworld, this will launch Claw, load the custom level with your name and start you in the position where your

	cursor was in the world.
CTRL + ALT + W	To warp to coordinates set by CTRL + ALT + P

10. Powerups

10.1 Powerups

Powerups provide Claw with additional weapons, health, magic, etc. Powerups are picked up simply by walking over them. Some powerups, such as pistol ammo and magic claw energy, can be used by the player at any time. Health and extra lives are instant items. Catnip, invulnerability and sword powerups are time-based powerups--a timer is displayed for these items.

Logic and Image Set information provided for level editor reference.

10.1.1 End Level Powerups

10.1.1.1 The Amulet of Nine Lives Gem

Image: Amulet of Nine Lives Gem
Logic: EndOfLevelPowerup
Image Set: GAME_NINELIVESGEM

Collecting the 9 gems and finding the Amulet of Nine Lives is the goal of the game. Although at the start of the game the player doesn't know everything about the amulet, more and more about the amulet is explained as the game progresses (through cutscenes).

A gem (or gems) for the Amulet of Nine Lives will be awarded to the player at the end of levels 2, 4, 6, 8, 10, 12, 13, and 14. RedTail has 2 gems (level 13), and the final gem and the amulet will be awarded after Lord Omar is defeated in level 14.

The gems are dropped by the bosses after they are defeated in each of the above levels.

10.1.1.2 Treasure Map Piece

Image:
Logic: EndOfLevelPowerup
Image Set: GAME_MAPPIECE

The treasure map shows the player's progress throughout the game. It also shows, piece by piece, the world (Realm of Animalia) of Claw. A piece of the treasure map is awarded at the ends of levels 1, 3, 5, 7, 9 and 11. The treasure map piece appears at the end of each of the above levels. When the player walks over the map piece, the level ends and the map is displayed. 2 map pieces are awarded after levels 9 and 11.

10.1.2 Treasure Powerups

Image: See chart below
Logic: TreasurePowerup
                GlitterlessPowerup (use for many coins—removes glitter ani)
Image Set: GAME_TREASURE_(name of image)

Treasure powerups can appear individually or within objects or enemies. A treasure item contained in an enemy appears after the enemy is killed. A treasure item contained in an object (such as a crate) appears after the object is destroyed. Enemies will have most of the valuable treasure items. Treasure items have point values that are shown below.

Item	image	value (in game points)
Coin		100
ring—red		1500
ring—green		1500
ring—blue		1500
ring—purple		1500
chalice—red		2500
chalice—green		2500
chalice—blue		2500
chalice—purple		2500
cross—red		5000
cross—green		5000
cross—blue		5000
cross—purple		5000
scepter—red		7500
scepter—green		7500
scepter—blue		7500

scepter—purple		7500
gecko—red		10000
gecko—green		10000
gecko—blue		10000
gecko—purple		10000
crown—red		15000
crown—green		15000
crown—blue		15000
crown—purple		15000
skull—red		25000
skull—green		25000
skull —blue		25000
skull —purple		25000

10.1.3 Health Powerups

Image: See chart below
Logic: HealthPowerup
Image Set: GAME_HEALTH_FISH
                GAME_HEALTH_BREADWATER
                GAME_HEALTH_MILKSINGLE
                GAME_HEALTH_MILKTRIPLE

As with treasure powerups, health powerups can appear individually or within objects or enemies. When health powerups are picked up, they immediately add to the player's health. These powerups vary in strength, but all affect the player's health total. A player's health total cannot go beyond 100 (the maximum allowed). Health powerup values are listed below.

Item	image	value (in health)
level specific powerup	NA	5

medicine potion 1		10
medicine potion 2		15
medicine potion 3		25

10.1.4 Catnip Powerups

Image: See chart below
Logic: HealthPowerup or SpecialPowerup
Image Set: GAME_CATINIPS_NIP1 (white)
                GAME_CATNIPS_NIP2 (red)

Catnip powerups are the "superstrength" powerup in Claw. Catnip enables Claw to run faster, jump higher and hit harder.

Values not affected by Catnip are projectile weapons and health.

Catnips are time-based, so they only last for a certain period of time (listed in the chart).

The times listed are the default times. Level designers can change the amount of time that each catnip lasts. A timer for the catnip appears in the upper left corner of the screen.

Item	image	duration (in seconds)
white catnip		15
red catnip		30

10.1.5 Pistol Ammo Powerups

Image: See chart below
Logic: AmmoPowerup
Image Set: GAME_AMMO_SHOT
                GAME_AMMO_SHOTBAG
                GAME_AMMO_DEATHBAG

Pistol ammo powerups add to the player's total ammo available for the pistol.

Item	image	value (in ammo)
pistol shot		5
pistol shot bag		10
pistol death bag--the death bag provides claw with 25 bullets.		25

10.1.6 Dynamite Powerups

Dynamite powerups work in the same way that pistol ammo powerups work.

Image:
Logic: DynamitePowerup
Image Set: GAME_DYNAMITE

Dynamite powerups add to the player's total dynamite available. Each powerup bundle gives Claw 5 bundles of dynamite.

10.1.7 Magic Claw

Image: See chart below
Logic: MagicPowerup
Image Set: GAME_MAGIC_GLOW
                   GAME_MAGIC_STARGLOW
                   GAME_MAGICCLAW

The first type of magic powerup is the Magic Claw powerup. The Magic Claw is Claw's default magic, and acts as another projectile weapon.

Item	image	attribute effected	value (in magic claw energy)
magic glow ball		Magic Claw	5
magic starglow ball		Magic Claw	10
magic claw		Magic Claw	25

10.1.8 Sword Powerups

Sword powerups are time-based. These powerups make Claw's sword attack the "only" hand-to-hand attack for a short period of time. These powerups allows Claw to "fire" projectiles from his sword.

Each powerup has it's own effect and damage. Damage will be determined by play-testing.

10.1.8.1 Ice Sword Powerup

Image:
Logic: IceSword
Image Set: GAME_IMAGES_POWERUPS_IceSword

Effect: The ice-sword powerup will cause enemies to "shatter".

10.1.8.2 Fire Sword Powerup

Image:
Logic: FireSword
Image Set: GAME_IMAGES_POWERUPS_FireSword

Effect: The fire sword powerup will cause enemies to "explode" in a fire-ball.

10.1.8.3 Lightning Sword Powerup

Image:
Logic: LightningSword
Image Set: GAME_IMAGES_POWERUPS_LightningSword

Effect: The lightning sword powerup will cause enemies to be "electrocuted".

10.1.9 Warp Powerups

Image:
Logic: SpecialPowerup
Image Set: GAME_WARP
                  GAME_VERTWARP

Warp powerups warp the player from the location of the warp powerup to a location specified by the level designer.

To specify a location to warp to, put the destination x and y coordinates in the **Speed X** and **Speed Y** boxes in the info box for the warp object.

10.1.9.1 Permanent Warps

If you set the "Smarts" value for a Warp to 1, or anything greater than 0, the warp will become a permanent warp.

The "Smarts" value is on the main object dialog of Wapworld.

10.1.10 Curse Powerups

Image: See below
Logic: CursePowerup
Image Set: GAME_CURSES_AMMO
                  GAME_CURSES_MAGIC
                  GAME_CURSES_HEALTH
                  GAME_CURSES_LIFE
                  GAME_CURSES_TREASURE
                  GAME_CURSES_FREEZE

Curse powerups are used only in multiplayer games, during level racing. Curse powerups allow the player to affect other players in the level race by reducing their health, ammo, magic and treasure totals, as well as killing them instantly or freezing them for 5 seconds.

Curse powerups are different than other game powerups in that when a player picks one up, he affects all other players in the level race. However, the player who picked up the curse is protected from the effects of the curse.

In the case where 2 players reach the same curse powerup simultaneously, both are protected from the curse.

Curse	image	effect

ammo curse			lose all pistol ammo
magic curse			lose all magic
health curse			lose 50% health
death curse			instant death
treasure curse			lose 20% treasure
freeze curse			freeze for 5 seconds

10.1.11 Extra Life Powerup

Image:
Logic: ExtraLife
Image Set: GAME_IMAGES_POWERUPS_ExtraLife

Extra life powerups are available on most levels, and are usually hidden. Grabbing an extra life powerup grants the player an extra Claw life, which is added to the Claw Heads Meter in the interface.

In addition to Extra Lives Powerups, the player can also gain extra lives by reaching 1,000,000 points. The player receives an extra Claw Head for every 1,000,000 points gained.

10.1.12 Invulnerable Powerup

Image:
Logic: Invulnerable
Image Set: GAME_IMAGES_POWERUPS_Invulnerable

The invulnerable powerup makes Claw invulnerable for a short period of time. The time is set by the level designer and shown as a timer in the upper right hand corner of the screen.

10.1.13 Invisible Powerup

Image:
Logic: Invisible
Image Set: GAME_IMAGES_POWERUPS_Ghost

The ghost powerup makes Claw "invisible" for a short period of time. The time is set by the level designer. A timer is shown in the upper right corner of the screen.

11. End Level/ Start Level Screens

There are several types of screens that appear in between levels. They are listed below.

11.1 Map Screen

The Map Screen is shown immediately after the player picks up a map piece at the end of odd numbered levels. The Map Screen shows an outline of the Map to Tiger Island, with picked up map pieces "moving" into place.

When the player presses any key or any button on the controller, the screen changes to the Booty Screen for that level.

Map Screens
End of Level 1—show map with 1 of 8 pieces
End of Level 3—show map with 2 of 8 pieces
End of Level 5—show map with 3 of 8 pieces
End of Level 7—show map with 4 of 8 pieces
End of Level 9—show map with 6 of 8 pieces (get 2 pieces)
End of Level 11—show map with 8 of 8 pieces (get 2 pieces)

11.2 Amulet Screen

The Amulet Screen is shown immediately after the player grabs the gem in the previous level. The Amulet Screen shows a hand-drawn outline of the Amulet (on parchment), with picked up gems "moving" into place on the amulet.

When the player presses any key or any controller button, the screen changes to the Booty Screen for that level.

Amulet Screens
End of Level 2—show outline of amulet with 1 of 9 gems
End of Level 4—show outline of amulet with 2 of 9 gems
End of Level 6—show outline of amulet with 3 of 9 gems
End of Level 8—show outline of amulet with 4 of 9 gems
End of Level 10—show outline of amulet with 5 of 9 gems
End of Level 12—show outline of amulet with 6 of 9 gems
End of Level 13—show outline of amulet with 8 of 9 gems (you get 2 gems from Red Tail)
End of Level 14—show colored amulet with 9 of 9 gems

The amulet screen for level 14 may not be shown, due to the cutscene…

11.3 Booty Screen

The booty screen shows the player's total treasure for the level just completed. The screen is laid out so it has the total number of each treasure type picked up, a total score for each treasure type, and a total score for the level. A game score is also shown.

The booty screen appears immediately after the player views the Map Screen or the Amulet Screen. The background for the booty screen depends on the level just completed, but it will be either a tinted-down map piece screen or amulet screen (see above).

Sample layout:

	100	X	47	4700
	1500	X	1	1500

You get the idea.

The number of each item cycles from 0 to the number of that item picked up. So in the above example, the number of coins would cycle up to 47. At the same time, the score will cycle up to 4700 (100, 200, 300, etc.). This gives the player the feeling that they've accomplished something by picking up all that treasure. It also reinforces how much each treasure type is worth.

11.3.1 Map Piece Booty Screen

At the end of odd levels (levels where the player picks up a map piece at the end of the level), the Booty Screen uses the Map Piece screen (tinted or grayed out) as the background.

Games are automatically saved at the end of each level. The player can hit any key to continue on to the next screen.

11.3.2 Amulet Booty Screen

At the end of even levels (levels where the player must defeat a boss and picks up an amulet gem at the end of the level), the Booty Screen uses the Amulet Screen (tinted or grayed out) as the background.

Games are automatically saved at the end of each level. The player can hit any key to continue on to the next screen.

11.4 Start Level Screen

The Start Level Screen is shown immediately following the Booty Screen. The Start Level Screens will be specific for each level, and will display the following information:

-background is the Claw jolly roger.

-title of level (e.g., for Level 1 it would say "La Roca")

Level 1: La Roca

Level 2: The Battlements

Level 3: The Footpath

Level 4: The Dark Woods

Level 5: The Township

Level 6: El Puerto del Lobo

Level 7: The Docks

Level 8: The Shipyards

Level 9: Pirate's Cove

Level 10: The Cliffs

Level 11: The Caverns

Level 12: Undersea Caves

Level 13: Tiger Island

Level 14: The Temple

12. Multi Player

Multi Player games consist of Level Racing. The player can level race over 3 different types of connections.

12.1 Connection Types

12.1.1 IPX

Commonly used for LAN games.

12.1.2 Modem-to-Modem

Used to connect to another person via modem, and play either Level Racing or Cooperative 2 Player.

12.1.3 TCP/IP

Used to connect on the internet. TCP/IP will only support Level Racing, as latency will be too great to support Cooperative 2 Player.

12.2 Game Types

12.2.1 Level Racing

Level Racing is open to 64 players, via TCP/IP. This is a limit imposed by DirectPlay guaranteed messaging, although the number of players could expand to 256 on a lan under IPX. Level Racing can take place in a TCP/IP, IPX, or modem-to-modem scenario.

Level Racing is basically a race through the level. The other players are represented by a floating Captain Claw head, a score, and the player's name. Although other players are shown on the screen, they cannot affect the local game in progress.

Level Racing ends when 1 player reaches the end of the level.

Level Racing supports other player camera view, allowing you to jump to view another player's location and action. To jump to another player's view, hit tab. Hitting any other key brings the player back to his view of the game.

Level Racing has 2 types of play:
> For highest score in a level.
> For best time through the level (who gets to the end first).

12.2.1.1 For Best Score

Level Racing for Best Score consists of players trying to get the highest possible score before the level ends. The level ends when any player gets the end level powerup.

When the level ends, players are ranked by score, with the best (highest) score listed as first.

12.2.1.1.1 Marathon Level Racing for Best Score

Level Racing for Best Score also supports marathon level racing. Marathon level racing can only be played for best score, but can occur on up to 16 levels. The creator must specify how many levels to race on.

This means that the player could start a game and specify that the level race will cover levels 1-5. Therefore, the race doesn't end until a player reaches the end of level 5.

In the interest of speeding up gameplay and synching players, during a marathon level race no booty screens or level screens are shown between levels.

12.2.1.2 For Best Time

Level Racing for Best Time consists of players trying to get through the level as fast as possible. Whoever has the best time through the level wins the level race.

However, level racing for best time is an open-ended game, meaning that the game doesn't end until all players finish. This means that if many players are competing, it may take a very long time for all players to finish the game.

12.2.1.3 Open Game vs Closed after Start

The creator of the game can specify whether the game should remain open or be closed after starting the game.

If the game remains open, players can join the game after it starts.

If the game is closed, no players can join the game after it starts.

If level racing for best time, keeping a game open vs closed can affect the time it takes for the game to end.

13. Levels

13.1 Level 1—La Roca

13.1.1 Overview

This is the first level of Claw. Claw is imprisoned in the dungeon of "La Roca" after his ship is scuttled during battle. Claw breaks out of his cell and must fight his way through this level to reach the surface of the prison.

During this level, Claw will fight Cocker Spaniard Soldiers, Officers and Bomb-Throwing Rats.

At the end of Level 1, Claw receives the first piece of the treasure map. As soon as Claw picks up the piece of the map, the level ends and the treasure map is shown, with the newly found piece in place.

13.1.2 Enemies

13.1.2.1 Level 1 Bomb-Throwing Rat

Logic: Rat
Image Set: LEVEL_RAT

Description:
The rat is the first of several "beasties" that Claw meets during his adventures. Although the rat has few hit points, he does considerable damage and is high on the "annoyance" meter.

The rat can be placed in small areas, between ledges, etc.

ATTACKS	FRAMES	NOTES
throw bombs on x and y	4 for each throw	This enemy can appear above Claw or at the same level. The rat can throw on both the x and y, making him fairly flexible in

		how the level designer can use him.
Bomb in flight	2 sparkle, non-sparkle frame	A simple 2 frame animation that will cycle.
Bomb exploding	3	Should be able to cycle the frames in any order to produce different results.
Death	1	arc off screen
MOVEMENT	FRAMES	NOTES
Walk	2	Rat will wobble back and forth for walk cycle.
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
1	0	10	

13.1.2.2 Level 1 BattleAxe Guard

Logic: Guard
Image Set: LEVEL_GUARD

Description:
This Guard will be in level 1, along with the Officer and Soldier. The Guard is the lowest ranking enemy in level 1 (besides the rat which is really a "beastie"). The guard has a single attack--he swings his battleaxe at Claw.

This guard is the guard shown at the end of the first cutscene. This enemy may be axed if we don't have time to implement him.

ATTACKS	FRAMES	NOTES
axe attack	4	A move designed for use in close quarters
MOVEMENT	FRAMES	NOTES
Walk	8	
Advance/retreat	3	
facing/idle	3	
throw/lift (by CC)	4	
hit high	2	
hit low	2	
death (dematerialize)	4	
death (fall off screen)	1	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
9	0	axe—10	set by designer

13.1.2.3 Level 1 Cocker Spaniard Soldier

Logic: Soldier
Image Set: LEVEL_SOLDIER

Description:
This Soldier is a "human" style enemy in level 1. The Soldier has fewer hit points than the Officer, and isn't as smart. However, the Soldier does have a rifle attack (both high and low), which should prove quite difficult for Claw.

ATTACKS	FRAMES	NOTES
attack high	4	This move is to combat Claw's

			jump
gun butt to head	3		A move designed for use in close quarters
duck rifle shot	3		This move is to combat Claw's duck
standing rifle shot	3		This is the soldier's default attack move
MOVEMENT	FRAMES		NOTES
Walk	8		
Advance/retreat	3		
facing/idle	3		
throw/lift (by CC)	4		
Jump	2		
hit high	2		
hit low	2		
hit while ducking	2		
death (dematerialize)	4		
death (fall off screen)	1		
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
9	1	rifle shot—10 gun butt—10	set by designer

13.1.2.4 Level 1 Officer

Logic: Officer
Image Set: LEVEL_OFFICER

Description:
The officer is the highest ranking enemy in level 1. The officer is smarter than the soldier, but lacks a projectile attack. The officer will actively approach Claw if activated. The Officer also avoids Claw's attacks by jumping backwards.

ATTACKS	FRAMES		NOTES
standing sword lunge	4		this is the officer's default attack
low sword lunge while standing	4		this is to combat Claw's duck
high sword lunge	4		this is to combat Claw's jump
slash (different than previous enemies' swipes)	4		This is the officer's only attack move.
MOVEMENT	FRAMES		NOTES
Walk	8		
attack/retreat	3		
Facing/idle	5		
throw/lift (by CC)	4		
hit high	2		
hit low	2		
hit while jumping	2		
Jump	2		
death (dematerialize)	4		
death (fall off screen)	1		
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
9	0	10	set by level designer

13.2 Level 2—The Battlements

13.2.1 Overview

Claw continues his battle to reach the outside of the prison fortress. Here Claw fights his way through the platforms and guard towers contained in the battlements part of the prison.

This level contains completely new tiles, and is outside. It will show off the parallaxing in the engine, showing sky and clouds in the background when Claw reaches the top of the fortress.

During the level, Claw will fight repainted and more difficult versions of the Cocker Spaniard Soldiers and Officers. Claw will also face Rats firing cannons, as well as tower cannons contained in the guard towers throughout the level.

At the end of Level 2, Claw must defeat Captain Spot Le Rauxe, commander of the prison. Le Rauxe is the boss for Level 2. Once Le Rauxe is defeated, Claw receives the 1st gem for the amulet of nine lives.

Once Claw defeats Le Rauxe in level 1 and receives the first gem, the amulet/booty screens appear. Cutscene #2 plays immediately after the amulet/booty screens. Cutscene #2 shows Claw leaping over the fortress wall and running off into the forest.

13.2.2 Enemies

13.2.2.1 Level 2 Punk Rat w/Cannon

Logic: Punkrat
Image Set: LEVEL_PUNKRAT

Description:
This rat controls cannons. Killing this rat will stop the cannon from firing. The rat stands on top of the cannon, then lights the cannon w/a punk.

ATTACKS	FRAMES	NOTES
light cannon	3	
Cannon ball in flight	5	
recoil from cannon blast	2	
Death	1	Arc off screen
cannon at rest	1	
cannon firing	4	
MOVEMENT	FRAMES	NOTES
death	2	
stand	2	
walk	3	Rat will wobble back and forth for walk cycle.

ATTRIBUTES			
Health	Smarts	Damage	Power Ups
1	0	20	None

13.2.2.2 Level 2 Cocker Spaniard Soldier

Logic: Soldier
Image Set: LEVEL_SOLDIER

Description:
The Level 2 Soldier is based on Level 1 Soldier, but is painted differently and is more difficult.

ATTACKS	FRAMES	NOTES
attack high	4	This move is to combat Claw's jump
gun butt to head	3	A move designed for use in close quarters
duck rifle shot	3	This move is to combat Claw's duck
standing rifle shot	3	This is the soldier's default attack move
MOVEMENT	FRAMES	NOTES
walk	8	
Advance/retreat	3	
facing/idle	3	
throw/lift (by CC)	4	
jump	2	
hit high	2	
hit low	2	
hit while ducking	2	
death (dematerialize)	4	
death (fall off screen)	1	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
9	1	rifle shot—10 gun butt—10	set by designer

13.2.2.3 Level 2 Officer

Logic: Officer
Image Set: LEVEL_OFFICER

Description:
The Level 2 Officer is a repainted and more difficult version of the level 1 Officer. These officers are the highest ranking enemy in level 2, except for Le Rauxe. Note that this officer has a yellow plume and black sash, which are different than the level 1 officer.

ATTACKS	FRAMES	NOTES
standing sword lunge	4	this is the officer's default attack
low sword lunge while standing	4	this is to combat Claw's duck
high sword lunge	4	this is to combat Claw's jump
MOVEMENT	FRAMES	NOTES
Walk	8	
attack/retreat	3	
Facing/idle	5	
throw/lift (by CC)	4	
hit high	2	
hit low	2	
hit while jumping	2	
Jump	2	
death (dematerialize)	4	

death (fall off screen)	1		
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
9	0	10	set by level designer

13.2.2.4 Le Rauxe

Logic: Raux
Image Set: LEVEL_RAUX
Description:
Captain Spot Le Rauxe is the boss for level 2. Although Le Rauxe doesn't have a projectile attack, he is an expert swordsman, capable of carving up Claw if given the chance. Le Rauxe is a sniveling, whining dog, but is quite an adversary. He can also block Claw's projectile attacks, sustaining only partial damage from them.

Le Rauxe also charges Claw, moving quickly away from his attacks.

ATTACKS	FRAMES	NOTES
Swipe	6	This is 1 of his default attacks
High attack	4	to combat Claw's jump
jump attack	3	a special attack
Stab	3	This is the other default attack.
MOVEMENT	FRAMES	NOTES
walk	8	
advance/retreat	3	
Facing/idle	5	
throw/lift (by CC)	4	This animation should show Le Rauxe squirming while being held above CC's head.
Hit high	2	
hit low	2	
hit while ducking	2	
hit while jumping	2	
jump	7	
block projectile weapon	3	this move is used to block Claw's projectile attacks, such as the pistol and magic claw
death sequence	6	Le Rauxe needs a death sequence, since he is only killed 1 time.
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
100	0	10	1st gem for the amulet

13.3 Level 3—The Footpath

13.3.1 Overview
Level 3 is the first part of the forest. Level 3 contains completely new tiles, platforms, etc.

During this level, Claw must fight Robber Thieves, Cutthroats, and Bomb-throwing rats.

At the end of Level 3, Claw receives the second piece of the map. As soon as Claw picks up the map piece, the level ends. The treasure map is then shown with the newly found piece in place.

13.3.2 Enemies

13.3.2.1 Level 3 Rat (Beastie)

Logic: Rat
Image Set: Level_Rat

Description:
This Rat is used throughout level 3. Rats are similar to Level 1 Rats in appearance and function (they throw bombs at Claw just like the rats). They are painted differently, however.

ATTACKS	FRAMES	NOTES
throw bomb on x and y	4 for each throw	This enemy can appear above Claw or on the same level. He can also throw on both the x and y.
bomb in flight	4	
MOVEMENT	FRAMES	NOTES
standing	2	
walk	2	Raccoon will wobble back and forth for walk cycle.
Death	2	fall off screen
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
1	0	10	none

13.3.2.2 Level 3 Robber Thief

Logic: Robberthief
Image Set: LEVEL_ROBBERTHIEF

Description:
The RobberThief is a sneaky enemy, firing bolts from his crossbow. The Robberthief can fire at mid-level and from a ducking position.

The Robber Thief is a projectile-only enemy, which means that he's less effective at close quarters.

ATTACKS	FRAMES	NOTES
standing crossbow	7	default attack
ducking crossbow	7	to combat Claw's duck
high attack	4	to combat Claw's jump
MOVEMENT	FRAMES	NOTES
walk	8	
facing/idle	7	
throw/lift by CC	6	
Jump	2	
hit high	2	
hit low	2	
hit while ducking	2	
death (dematerialize)	4	
death fall off screen	1	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
9	0	10 for each arrow	determined by level designer

13.3.2.3 Level 3 Cutthroat

Logic: Cutthroat
Image Set: LEVEL_CUTTHROAT

Description:
The Cutthroat has 2 attacks: a knife throw and a knife stab. The throw comes at 2 levels, high and low.
The stab is a single attack of 2 knife stabs at 1 level.

The Cutthroat is the most difficult non-boss enemy that Claw has faced up to this point.

ATTACKS	FRAMES	NOTES
Standing double-knife stab	7	Happens at close distance.
High attack	4	to combat Claw's jump
Duck knife throws	7	to combat Claw's duck
Standing knife throws	7	Happens at longer distances.
MOVEMENT	FRAMES	NOTES
walk	8	
facing/idle	7	
throw/lift by CC	6	
jump	2	
hit high	2	
hit low	2	
hit while ducking	2	
death (dematerialize)	4	
death (fall off screen)	1	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
9	0	10 for each thrown-knife hit 10 for each stab	determined by level designer

13.4 Level 4—The Dark Woods

13.4.1 Overview

Level 4 is the 2nd half of the forest. Here Claw explores the deepest regions of the forest. Level 4 contains
completely new tiles, platforms, etc.

During this level, Claw must fight repainted and more difficult versions of the Robber Thieves, Cutthroats
and Rats.

At the end of Level 4, Claw must defeat Katherine, the Leader of the Thieves. Katherine is the boss for
level 4. Once Claw defeats Katherine, he receives the 2nd gem for the amulet of nine lives.

Once Claw defeats Katherine and picks up the 2nd gem, level 4 ends the amulet/booty screen is shown.
Cutscene #3 plays immediately after the amulet/booty screen. This cutscene shows Claw making his way
out of the forest and into El Puerto del Lobo.

13.4.2 Enemies

13.4.2.1 Level 4 Rat (beastie)

Logic: Rat
Image Set: LEVEL_RAT

Description:
This Rat is used throughout level 4. Same moves, etc. as the Rat in Level 3.

ATTACKS	FRAMES	NOTES
throw bomb on x and y	4 for each throw	This enemy can appear above Claw or on the same level. He can also throw on both the x and y.
bomb in flight	4	
MOVEMENT	FRAMES	NOTES
standing	2	
walk	2	Raccoon will wobble back and forth for walk cycle.
Death	2	fall off screen
ATTRIBUTES			

Health	Smarts	Damage	Power Ups
1	0	10	none

13.4.2.2 Level 4 Robber Thief

Logic: Robberthief
Image Set: LEVEL_ROBBERTHIEF

Description:
This Robber Thief is based on the Level 3 Robber Thief, but is painted differently.

ATTACKS	FRAMES	NOTES
standing crossbow	7	default attack
ducking crossbow	7	to combat Claw's duck
high attack	4	to combat Claw's jump
MOVEMENT	FRAMES	NOTES
walk	8	
facing/idle	7	
throw/lift by CC	6	
jump	2	
hit high	2	
hit low	2	
hit while ducking	2	
death (dematerialize)	4	
death fall off screen	1	
ATTRIBUTES			

Health	Smarts	Damage	Power Ups
9	0	10 for each arrow	determined by level designer

13.4.2.3 Level 4 Cutthroat

Logic: Cutthroat
Image Set: LEVEL_CUTTHROAT

Description:
This Cutthroat is based on Level 3 Cutthroat, but is painted differently.

ATTACKS	FRAMES	NOTES
Standing double-knife stab	7	Happens at close distance.
High attack	4	to combat Claw's jump

Duck knife throws	7	to combat Claw's duck
Standing knife throws	7	Happens at longer distances.
MOVEMENT	FRAMES	NOTES
Walk	8	
Facing/idle	7	
Jump	2	
Throw/lift by CC	6	
hit high	2	
hit low	2	
hit while ducking	2	
Death (dematerialize)	4	
Death (fall off screen)	1	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
9	0	10 for each thrown-knife hit 10 for each stab	determined by level designer

13.4.2.4 Katherine, Leader of the Thieves

Logic: Katherine
Image Set: LEVEL_KATHERINE

Description:

This is the boss for Level 4. She has 2 attacks—a whip, which is used for long-distance attacks, and a dagger stab, which happens at close distances. This boss should be fast and agile, hitting CC quickly and often.

Katherine was once a member of Claw's crew. Claw banished her from his ship because of her recklessness.

ATTACKS	FRAMES	NOTES
Whip	6	Happens at long distance.
Duck stab	4	to combat claw duck
Standing Stab	6	Happens at close distance.
MOVEMENT	FRAMES	NOTES
walk	8	
Facing/idle	4	
jump and tumble	8	
throw/lift by CC	4	
hit high	2	
hit low	2	
hit while ducking	2	
hit while jumping	2	
block projectile attack	3	will block all Claw projectile attacks, take only partial damage
death sequence	6	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
100	0	10 for whip hit 10 for knife stab	2nd gem

13.5 Level 5—The Township

13.5.1 Overview

Level 5 is the first part of El Puerto del Lobo. It contains buildings, farms, houses, etc. Level 5 contains completely new tiles, platforms, etc.

During this level, Claw must fight Town Guards (in 2 different forms), and ward off flying seagulls.

At the end of level 5, Claw receives the 3rd piece of the treasure map. As soon as Claw walks over the piece of the map, level 5 ends. The Treasure Map is then shown, with the newly found piece in place.

13.5.2 Enemies

13.5.2.1 Level 5 Seagull

Logic: Seagull
Image Set: LEVEL_SEAGULL

Description:
This Seagull to be used throughout level 5 & 6. The seagull will attack claw from the air (dive bomb attack).

ATTACKS	FRAMES	NOTES
dive bomb attack	4	
Death	1	arc off screen
MOVEMENT	FRAMES	NOTES
Fly	4	
hit by attack 1	2	
hit by attack 2	2	
feather sprites	4	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
1	0	10	none

13.5.2.2 Level 5 Town Guard #1

Logic: Townguard
Image Set: LEVEL_TOWNGUARD

Description:
The Town Guards defend the Town. They act in an orderly manner, attacking in numbers. Town Guard #1 is the lesser of the two town guards. These town guards can block Claw's sword attacks 25% of the time.

ATTACKS	FRAMES	NOTES
high (head height) standing attack	8	default attack, also to combat Claw's jump
low standing attack	8	to combat Claw's duck
MOVEMENT	FRAMES	NOTES
Walk	8	
Facing/idle	5	
throw/lift (by CC)	6	
Jump	2	
hit high	2	
hit low	2	
block/defense move	3	
death (dematerialize)	4	

death (fall off screen)	1		
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
9	0	10	defined by level designer

13.5.2.3 Level 5 Town Guard #2

Logic: Townguard2
Image Set: LEVEL_TOWNGUARD2

Description:
The Town Guards defend the Town. They act in an orderly manner, attacking in numbers. Town Guard #2 is the greater of the two town guards. These town guards can block Claw's sword attacks 75% of the time.

ATTACKS	FRAMES	NOTES
high (head height) standing attack	8	default attack, also to combat Claw's jump
low standing attack	8	to combat Claw's duck
MOVEMENT	FRAMES	NOTES
Walk	8	
Facing/idle	7	
throw/lift (by CC)	6	
Jump	2	
hit high	2	
hit low	2	
block/defense move	3	
death (dematerialize)	4	
death (fall off screen)	1	
ATTRIBUTES		
Health	Smarts	Damage	Power Ups
9	0	10	defined by level designer

13.6 Level 6—El Puerto del Lobo

13.6.1 Overview

Level 6 is an extension of level 5, but uses completely new tiles, platforms, etc.

During level 6, Claw must fight repainted and more difficult versions of the 2 Town Guards and the Seagulls.

At the end of level 6, Claw must defeat Magistrate Wolvington, the Captain of the Guard. Once Claw defeats Wolvington, he receives the 3rd gem for the amulet.

Once the amulet is picked up, the level ends and the amulet/booty screen is shown. Cutscene #4 plays immediately after the amulet/booty screen. Cutscene #4 shows Claw in a tavern where he learns that Red Tail's ship is located in the shipyards. He leaves the tavern in search of the ship. As soon as cutscene #4 is done playing, level 7 begins.

13.6.2 Enemies

13.6.2.1 Level 6 Rat

Logic: Rat
Image Set: LEVEL_RAT

Description:
This rat is the same rat that has appeared in previous levels.

13.6.2.2 Level 6 Seagull

Logic: Seagull
Image Set: LEVEL_SEAGULL

Description:
This seagull is exactly the same as the level 5 seagull.

ATTACKS	FRAMES	NOTES
dive bomb attack	4	
Death	1	arc off screen
MOVEMENT	FRAMES	NOTES
fly	4	
hit by attack 1	2	
hit by attack 2	2	
feather sprites	4	
ATTRIBUTES			

Health	Smarts	Damage	Power Ups
1	0	10	none

13.6.2.3 Level 6 Town Guard #1

Logic: Townguard
Image Set: LEVEL_TOWNGUARD

Description:
Based on the Level 5 Town Guard #1, but painted differently.

ATTACKS	FRAMES	NOTES
high (head height) standing attack	8	default attack, also to combat Claw's jump
low standing attack	8	to combat Claw's duck
MOVEMENT	FRAMES	NOTES
Walk	8	
Facing/idle	5	
throw/lift (by CC)	6	
Jump	2	
hit high	2	
hit low	2	
block/defense move	3	
death (dematerialize)	4	
death (fall off screen)	1	
ATTRIBUTES			

Health	Smarts	Damage	Power Ups
35	5	10	defined by level designer

13.6.2.4 Level 6 Town Guard #2

Logic: Townguard2
Image Set: LEVEL_TOWNGUARD2

Description:
This town guard is based on the Level 5 Town Guard #2, but is painted differently.

ATTACKS	FRAMES	NOTES
high (head height) standing attack	8	default attack, also to combat Claw's jump
low standing attack	8	to combat Claw's duck
MOVEMENT	FRAMES	NOTES
Walk	8	
Facing/idle	7	
throw/lift (by CC)	6	
Jump	2	
hit high	2	
hit low	2	
block/defense move	3	
death (dematerialize)	4	
death (fall off screen)	1	
ATTRIBUTES			

Health	Smarts	Damage	Power Ups
9	0	10	defined by level designer

13.6.2.5 Magistrate Wolvington (Captain of the Guard)

Logic: Wolvington
Image Set: LEVEL_WOLVINGTON

Description:
This is the boss for Level 6. Wolvington is the leader of the town. He is an excellent swordsman and is the toughest enemy that CC has faced up to this point. He has 2 kinds of attacks. The first is a sword attack, which is basically a normal sword swipe/stab. The 2nd is his gauntlet punch, which is a special attack that, if successful, will knock Claw off his feet and do a lot of damage.

ATTACKS	FRAMES	NOTES
basic standing sword attack	6	Default attack
attack high	4	to combat Claw's jump
attack low	4	to combat Claw's duck
gauntlet punch	6	Special attack
special sword attack/energy burst	6	Special attack
MOVEMENT	FRAMES	NOTES
walk	8	
jump	4	
Facing/idle	6	
throw/lift (by CC)	4	
block projectile attack	4	
death sequence	6	
hit while ducking		
hit high	2	
hit low	2	
ATTRIBUTES			

Health	Smarts	Damage	Power Ups

150	40	10 for sword hit, 20 for gauntlet	3rd gem

NOTE: The high and low attacks can be eliminated if the special attacks can combat Claw's jump and duck effectively.

13.7 Level 7—The Docks

13.7.1 Overview

Level 7 is the first level of the shipyards. The docks are the introduction to the shipyards, and Claw must jump from dock to dock to progress through the level. Level 7 uses completely new tiles, platforms, etc.

During this level, Claw must fight Bear Sailors, Red Tail's Men, seagulls, and Hermit Crabs.

At the end of level 7, Claw receives the 4th piece of the treasure map. As soon as Claw picks up the piece of the map, level 7 ends. The Treasure Map is then shown, with the newly found piece in place.

13.7.2 Enemies

13.7.2.1 Level 7 Seagull

Logic: Seagull
Image Set: LEVEL_SEAGULL

Description:
This seagull is reused from level 5

ATTACKS	FRAMES	NOTES
dive bomb attack	4	
Death	1	arc off screen
MOVEMENT	FRAMES	NOTES
fly	2	
Hit by attack	2	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
1	0	10	

13.7.2.2 Level 7 Hermit Crab

Logic: HermitCrab
Image Set: LEVEL_HERMITCRAB

Description:
The Hermit Crab can attack Claw with his claws, or he can throw a projectile at Claw. The Hermit Crab can only be killed: 1) when he's out of his shell (by pistol, sword or magic attack), or 2) if he's picked up and thrown by Claw, or 3) he's knocked off a platform by Claw.

When the Hermit Crab is in his shell, Claw can "bump" him around.

ATTACKS	FRAMES	NOTES
throw projectiles at Claw	4 for each throw	This enemy can appear above Claw or at the same level.
Projectile in flight	2	A simple 2 frame animation that will cycle.

Projectile exploding	3	Should be able to cycle the frames in any order to produce different results.
Claw attack	3	Close range
Death	1	arc off screen

MOVEMENT	FRAMES	NOTES
In shell	2	While in its shell, the crab can not be damaged
Picked up by Claw	2	
walk	2	Crab will wobble back and forth for walk cycle.

ATTRIBUTES			
Health	Smarts	Damage	Power Ups
1	0	10	defined by level designer

13.7.2.3 Level 7 Bear Sailor

Logic:　　　　BearSailor
Image Set:　　LEVEL_BEARSAILOR

Description:
The Bear Sailor is part of Red Tail's "men". The Bear Sailor has 2 attacks: a paw "swat" and a bear hug.

ATTACKS	FRAMES	NOTES
paw swat	6	default attack
Bear Hug	6	Happens at close distance

MOVEMENT	FRAMES	NOTES
walk	8	
jump	4	
Facing/idle	4	
throw/lift (by CC)	2	
hit high	2	
hit low	2	
Death (fall off screen)	2	
Death (dematerialize)	2	
Hit by attack	4	

ATTRIBUTES			
Health	Smarts	Damage	Power Ups
14	0	20 for paw swat, 20 for bear hug min, 10 pts for each 500ms thereafter (claw must squirm to get out of bear's grasp)	defined by level designer

13.7.2.4 Level 7 Red Tail Pirate

Logic:　　　　Redtailmen
Image Set:　　LEVEL_REDTAILMEN

Description:
This is the first of Red Tail's men. He has a sword attack and attacks quickly.

ATTACKS	FRAMES	NOTES
Sword attack	4	Happens at close distance.
MOVEMENT	FRAMES	NOTES

walk	4		
attack/retreat	2		
Facing/idle	3		
throw/lift (by CC)	2		
Hit high	2		
High low	2		
Death (fall off screen)	2		
Death (dematerialize)	2		
ATTRIBUTES			

Health	Smarts	Damage	Power Ups
12	0	10	defined by level designer

13.8 Level 8—The Shipyards

13.8.1 Overview

Level 8 is where Claw must fight pirates in and around and on moored pirate ships. This level uses completely new tiles, platforms, etc.

During this level, Claw must fight repainted and more difficult versions of the Bear Sailors, Red Tail's Pirate, and Hermit Crabs (the crabs will not be repainted).

At the end of level 8, Claw must defeat Mr. Gabriel, Red Tail's First Officer. Once Mr. Gabriel has been defeated, Claw receives the 4th gem for the amulet of nine lives.

Once Claw picks up the 4th gem, the amulet/booty screen is shown. Cutscene #5 plays immediately after the amulet/booty screen. Cutscene #5 shows Claw leaping onto Red Tail's ship. Red Tail's ship is bound for Pirate's Cove.

13.8.2 Enemies

13.8.2.1 Level 8 Rat

Logic: Rat
Image Set: LEVEL_RAT

Description:
Same old rat, different level.

13.8.2.2 Level 8 Hermit Crab

Logic: HermitCrab
Image Set: LEVEL_HERMITCRAB

Description:
This Hermit Crab is to be used throughout level 8. It is based on level 7 Hermit Crab, but is more difficult.

ATTACKS	FRAMES	NOTES
throw projectiles at Claw	4 for each throw	This enemy can appear above Claw or at the same level.
Projectile in flight	2	A simple 2 frame animation that will cycle.
Projectile exploding	3	Should be able to cycle the frames in any order to produce different results.

Claw attack	3		Close range
Death	1		arc off screen
MOVEMENT	FRAMES		NOTES
In shell	2		While in its shell, the crab can not be damaged
Picked up by Claw	2		
walk	2		Crab will wobble back and forth for walk cycle.
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
1	0	10	defined by level designer

13.8.2.3 Level 8 Bear Sailor

Logic: BearSailor
Image Set: LEVEL_BEARSAILOR

Description:
The Level 8 Bear Sailor is a repaint based on the Level 7 Bear Sailor, but is smarter, faster, does more damage, etc.

ATTACKS	FRAMES		NOTES
paw swat	6		default attack
Bear Hug	6		Happens at close distance
MOVEMENT	FRAMES		NOTES
walk	8		
jump	4		
Facing/idle	4		
throw/lift (by CC)	2		
hit high	2		
hit low	2		
Death (fall off screen)	2		
Death (dematerialize)	2		
Hit by attack	4		
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
14	0	20 for paw swat; 20 for bear hug (10 pts for every 500ms thereafter--claw must squirm to get out)	defined by level designer

13.8.2.4 Level 8 Red Tail's Pirate

Logic: Redtailmen
Image Set: LEVEL_REDTAILMEN

Description:
A repainted version of the Level 7 pirate. This pirate does more damage, is smarter, has more hitpoints, etc.

ATTACKS	FRAMES		NOTES
Sword attack	4		Happens at close distance.
MOVEMENT	FRAMES		NOTES
walk	4		

attack/retreat	2		
Facing/idle	3		
throw/lift (by CC)	2		
Hit high	2		
High low	2		
Death (fall off screen)	2		
Death (dematerialize)	2		
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
30	20	20	defined by level designer
ATTACKS		FRAMES	NOTES
Knife attack	4		Happens at close distance.
MOVEMENT		FRAMES	NOTES
Walk	4		
attack/retreat	2		
Facing/idle	3		
throw/lift (by CC)	2		
Hit by attack	4		
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
12	0	10	defined by level designer

13.8.2.5 Mr. Gabriel—Red Tail's First Officer

Logic: Gabriel
Image Set: LEVEL_GABRIEL

Description:
This is the boss for Level 8. Gabriel stands on the bow of a ship and commands his men. He throws bombs at Claw. In order for Claw to defeat Gabriel, he must jump onto several moving pegs and attack him directly. If Claw falls off the pegs, the enemies below will attack him.

ATTACKS		FRAMES	NOTES
Throw bombs	6		
MOVEMENT		FRAMES	NOTES
Walk	8		
Hit by attack	4		
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
100	0	10	4th Gem

13.9 Level 9—Pirate's Cove

13.9.1 Overview

Level 9 is the first level of Pirate's Cove. Level 9 will have completely new tiles, platforms, objects, etc.

During this level, Claw must fight the Peg-Leg Pirates, new Crazy Hook Pirates, and a more difficult version of the Seagull (last seen in levels 5 & 6).

At the end of level 9, Claw receives the 5th and 6th pieces of the treasure map. As soon as Claw picks up the pieces of the map, level 9 ends. The Treasure map is then shown, with the newly found pieces in place.

13.9.2 Enemies

13.9.2.1 Level 9 Seagull

Logic: Seagull
Image Set: LEVEL_SEAGULL

Description:
This seagull is reused from level 5

ATTACKS	FRAMES	NOTES	
dive bomb attack	4		
Death	1	arc off screen	
MOVEMENT	FRAMES	NOTES	
fly	2		
Hit by attack	2		
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
1	0	10	

13.9.2.2 Rat Skull Cannon

Logic: Punkrat
Image Set: LEVEL_PUNKRAT

Description:
This cannon works the same way as the rat cannon in level 2.

13.9.2.3 Level 9 Peg-Leg Pirate

Logic: Pegleg
Image Set: LEVEL_PEGLEG

Description:
Peg-leg pirate, one of the enemies used throughout level 9. The peg leg has a double pistol attack.

ATTACKS	FRAMES	NOTES	
Double pistol attack	6	long or short distance attack.	
MOVEMENT	FRAMES	NOTES	
walk	4		
attack/retreat	2		
Facing/idle	3		
throw/lift (by CC)	2		
Hit high	2		
Hit low	2		
Death (fall off screen)	2		
Death (dematerialize)	2		
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
12	0	10 per pistol shot	

13.9.2.4 Level 9 Crazy Hook Pirate

Logic: Hook
Image Set: LEVEL_HOOK

Description:

The crazy hook pirate has a hook attack. The hook pirate is fairly quick and has a jump.

ATTACKS	FRAMES	NOTES
Sword Attack	4	
Hook attack	4	
MOVEMENT	FRAMES	NOTES
Walk	4	
attack/retreat	2	
Facing/idle	3	
throw/lift (by CC)	2	
Jump	4	
Hit high	2	
Hit low	2	
Death (fall off screen)	2	
Death (dematerialize)	2	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
12	0	10 for each attack	

13.10 Level 10—The Cliffs

13.10.1 Overview

Level 10 is the 2nd part of Pirate's Cove. Level 10 will feature some new structures added to the level 9 tile set, and will be tinted differently, to make it appear slightly different than level 9. It will also contain some new platforms and objects.

During this level, Claw must fight repainted and more difficult versions of the Peg Leg Pirates, Crazy Hook Pirates, and Seagulls (the seagull will not be repainted).

At the end of level 10, Claw must defeat the Leader of Pirate's Cove. Once the leader has been defeated, cutscene #6 plays. Claw receives the 5th gem from his crew during the cutscene. Once the cutscene is done playing, the booty screen appears with the amulet screen, etc.

Cutscene #6 shows Claw being reunited with his crew.

13.10.2 Enemies

13.10.2.1 Rat Skull Cannon

Logic: Punkrat
Image Set: LEVEL_PUNKRAT

Description:
Same cannon as used in level 9.

13.10.2.2 Level 10 Seagull

Logic: Seagull
Image Set: LEVEL_SEAGULL

Description:
Reuse seagull from previous level.

ATTACKS	FRAMES	NOTES
dive bomb attack	4	
Death	1	arc off screen
MOVEMENT	FRAMES	NOTES
Fly	2	
Hit by attack	2	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
1	0	10	

13.10.2.3 Level 10 Peg-Leg Pirate

Logic: Pegleg
Image Set: LEVEL_PEGLEG

Description:
Based on Level 9 Peg-leg pirate, but is repainted.

ATTACKS	FRAMES	NOTES
Double pistol attack	6	long or short distance attack.
MOVEMENT	FRAMES	NOTES
walk	4	
attack/retreat	2	
Facing/idle	3	
throw/lift (by CC)	2	
Hit high	2	
Hit low	2	
Death (fall off screen)	2	
Death (dematerialize)	2	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
12	0	10 per pistol shot	

13.10.2.4 Level 10 Crazy Hook Pirate

Logic: Hook
Image Set: LEVEL_HOOK

Description:
Repaint of the level 9 hook pirate.

ATTACKS	FRAMES	NOTES
Sword Attack	4	
Hook attack	4	
MOVEMENT	FRAMES	NOTES
Walk	4	
attack/retreat	2	
Facing/idle	3	
throw/lift (by CC)	2	
Jump	4	
Hit high	2	
Hit low	2	
Death (fall off screen)	2	
Death (dematerialize)	2	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
12	0	10	

13.10.2.5 Level 10—Captain Joseph Marrow

Logic: Marrow
Image Set: LEVEL_MARROW

Description:
This is the boss for Level 10. Marrow and Claw have known each other for some time, and are considered rivals. Marrow has a parrot that sits on his shoulder and attacks claw.

ATTACKS	FRAMES	NOTES
Pistol	6	Happens at long distance.
Sword	4	Happens at close distance.
Parrot attack	10	This parrot attacks Claw and then flies back to Marrow's shoulder.
MOVEMENT	FRAMES	NOTES
walk	8	
attack/retreat	2	
Facing/idle	4	
throw/lift (by CC)	2	
jump		
Hit high	2	
Hit low	2	
Death sequence	6	
possibly a flip?	6	jump to avoid attack or get closer to CC.
ATTRIBUTES			

Health	Smarts	Damage	Power Ups
150	0	10 for attack; 10 for parrot	5th gem

13.11 Level 11—The Caverns

13.11.1 Overview

Level 11 is the first part of the Undersea Caves. The Caverns is the entrance way to Tiger Island. Level 11 features completely new tiles, platforms, objects, etc.

During this level, Claw must fight MerCats w/Tridents, Mercat Sirens, and flesh-eating fish.

At the end of level 11, Claw receives the 7th and 8th pieces of the treasure map. As soon as Claw picks up the 2 pieces of the map, level 11 ends. The Treasure map is then shown, with the newly found pieces in place.

13.11.2 Enemies

13.11.2.1 Level 11 Fish

Logic: Fish
Image Set: LEVEL_FISH

Description:
This fish will be used throughout level 11. These fish jump out of the water and attack Claw.

ATTACKS	FRAMES	NOTES	
Jump attack	4		
Death	2	arc off screen	
MOVEMENT	FRAMES	NOTES	
Jump out of water	2		
Swim (fin just above water)	2		
Hit by attack	2		
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
1	0	10	

13.11.2.2 Level 11 MerCat w/Trident

Logic: Mercat
Image Set: LEVEL_MERCAT

Description:
This mercat will be used throughout level 11. The mercat has 2 attacks: he can stab with his trident, or he can do a "magic" trident attack (a projectile comes out of the trident). The animators can use the same animation for the stab and the projectile. The mercat can "swim", i.e., he can use his tail to support himself while in the water. The mercat can also "walk" on land by using his tail to slide around. Being able to exist in both water and land makes this enemy very flexible and dangerous.

ATTACKS	FRAMES	NOTES	
Trident Stab Attack	6		
Trident "magic" attack	-	same attack as stab, but shoots magic projectile	
MOVEMENT	FRAMES	NOTES	
Walk/swim	6		
attack/retreat	2		
Facing/idle	3		
throw/lift (by CC)	2		
Jump	4		
Hit high	2		
Hit low	2		
Death (fall off screen)	2		
Death (dematerialize)	2		
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
15	0	10 for each attack	set by level designer

13.11.2.3 Level 11 Cat Mermaid/Siren

Logic: Mermaid
Image Set: LEVEL_MERMAID

Description:
This mermaid will be used throughout level 11. She makes a siren call that acts as a projectile. If Claw gets hit by this attack (a moving "cone" of sound), it puts Claw under a spell. While under the spell, Claw can't move. This attack won't cause Claw any damage, but it will place him in a very vulnerable position to get hit by other enemies. She also has lower health than other enemies.

The mermaid can also walk and swim (similar to the mercat).

ATTACKS	FRAMES		NOTES
Siren Attack	4		
MOVEMENT	FRAMES		NOTES
Walk/swim	6		
Attack/retreat	2		
Facing/idle	3		
Throw/lift (by CC)	2		
Hit high	2		
Hit low	2		
Death (fall off screen)	2		
Death (dematerialize)	2		
Jump	4		
ATTRIBUTES			
Health	Smarts	Damage	Power Ups
10	0	makes Claw "stunned"	set by level designer

13.12 Level 12—The Undersea Caves

13.12.1 Overview

Level 12 is the second part of the Undersea Caves. Level 12 will feature some new structures added to the level 11 tile set, and will be tinted differently, to make it appear slightly different than level 11. It will also contain some new platforms and objects.

During this level, Claw must fight repainted and more difficult versions of the MerCats w/Tridents, Mercat Sirens, and Fish.

At the end of level 12, Claw must defeat King Aquatis, guardian to the exit of the Undersea Caves. King Aquatis is guarded by flesh-eating fish. These fish jump out of the water and swarm around Claw, making it difficult to attack Aquatis head-on. Aquatis can also attack Claw with his tentacles (which come out of the water). Once Aquatis has been defeated, Claw receives the 6th gem for the amulet of nine lives.

Once Claw picks up the 6th gem, level 12 ends, and the amulet/booty screen appears. Cutscene #7 plays immediately following the amulet/booty screens. Cutscene #7 shows Claw making his way out of the Undersea caves and onto the beach of Tiger Island. As soon as cutscene #7 is done playing, level 13 begins.

13.12.2 Enemies

13.12.2.1 Level 12 Fish

Logic: Fish
Image Set: LEVEL_FISH

Description:
This fish will be used throughout level 12. It's the same fish that's used in level 11.

ATTACKS	FRAMES	NOTES
Jump attack	4	
Death	2	arc off screen
MOVEMENT	FRAMES	NOTES
Jump out of water	2	

Swim (fin just above water)	2		
Hit by attack	2		
ATTRIBUTES			

Health	Smarts	Damage	Power Ups
12	0	5	

13.12.2.2 Level 12 MerCat w/Trident

Logic: Mercat
Image Set: LEVEL_MERCAT

Description:
This mercat will be used throughout level 12, and is a repainted version of the level 11 mercat. The mercat has 2 attacks: he can stab with his trident, or he can do a "magic" trident attack (a projectile comes out of the trident). The animators can use the same animation for the stab and the projectile. The mercat can "swim", i.e., he can use his tail to support himself while in the water. The mercat can also "walk" on land by using his tail to slide around. Being able to exist in both water and land makes this enemy very flexible and dangerous.

ATTACKS	FRAMES	NOTES
Throw Trident Attack	6	
MOVEMENT	FRAMES	NOTES
Walk/swim	6	
attack/retreat	2	
Facing/idle	3	
throw/lift (by CC)	2	
Jump	4	
Hit high	2	
Hit low	2	
Death (fall off screen)	2	
Death (dematerialize)	2	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
40	10	30	

13.12.2.3 Level 12 Cat Mermaid/Siren

Logic: Mermaid
Image Set: LEVEL_MERMAID

Description:
This mermaid will be used throughout level 12. Based on the level 11 Mermaid, but painted differently and has more hitpoints and effect is longer.

ATTACKS	FRAMES	NOTES
Siren Attack	4	
MOVEMENT	FRAMES	NOTES
Walk/swim	6	
Attack/retreat	2	
Facing/idle	3	
Throw/lift (by CC)	2	
Hit high	2	
Hit low	2	
Death (fall off screen)	2	
Death (dematerialize)	2	

Jump	4		
ATTRIBUTES			

Health	Smarts	Damage	Power Ups
20	10	5	

13.12.2.4 Level 12—King Aquatis

Logic: Aquatis
Image Set: LEVEL_AQUATIS

Description:
This is the boss for Level 12. King Aquatis doesn't move (he takes up most of the screen), but he is surrounded by fish. His tentacles are deadly (they attack claw from the water).

ATTACKS	FRAMES	NOTES
Tentacle squeeze and throw	6	Happens at long distance.
Fist	4	Happens at close distance.
MOVEMENT	FRAMES	NOTES
Death sequence	8	
Hit by attack hight	6	
Hit by attack low	6	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
200	0	10 for each tentacle attack	6th gem

13.13 Level 13—Tiger Island

13.13.1 Overview

Level 13 is Tiger Island. Tiger Island is the last place that Claw journeys to, basically his goal throughout the game. Level 13 features completely new tiles, platforms, objects, etc.

During this level, Claw must fight repainted versions of the Red Tail Pirate from levels 7 and 8, repainted and more difficult versions of the Crazy Hook Pirate, and Cocount-Throwing Monkeys.

At the end of level 13, Claw must defeat Red Tail. Once Claw defeats Red Tail, cutscene #8 plays. During the cutscene, Claw receives the 7th and 8th gems for the amulet. Once the cutscene ends, the amulet/booty screen appears.

13.13.2 Enemies

13.13.2.1 Level 13—Chameleon

Logic:
Image Set:

Description:
The chameleon will fade in and out of the background, making him a very difficult enemy to kill.

ATTACKS	FRAMES	NOTES
Tongue attack	4	
Death	1	arc off screen

MOVEMENT	FRAMES	NOTES
fade in/out		this will be an effect
Climb	2	
Walk	2	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
1	0	10	

13.13.2.2 Level 13—Red Tail Pirate

Logic:
Image Set:

Description:
This pirate will be used throughout level 13. The pirate has a single sword attack. Based on the Red Tail Pirate that appeared in levels 7 and 8.

ATTACKS	FRAMES	NOTES
Sword attack	4	Happens at close distance.
MOVEMENT	FRAMES	NOTES
Walk	4	
attack/retreat	2	
Facing/idle	3	
throw/lift (by CC)	2	
Hit high	2	
High low	2	
Death (fall off screen)	2	
Death (dematerialize)	2	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
12	0	10	defined by level designer

13.13.2.3 Level 13—Bear Sailor

Logic:
Image Set:

Description:
This bear sailor is a version of the bear sailor used in levels 7 & 8.

ATTACKS	FRAMES	NOTES
Paw Swipe	4	
Bear hug	4	
MOVEMENT	FRAMES	NOTES
Walk	4	
attack/retreat	2	
Facing/idle	3	
throw/lift (by CC)	2	
Jump	4	
Hit high	2	
Hit low	2	
Death (fall off screen)	2	
Death (dematerialize)	2	

ATTRIBUTES			
Health	Smarts	Damage	Power Ups
14	0	20 for paw swat, 20 for bear hug (10pts for every 500ms thereafter until Claw squirms free)	set by level designer

13.13.2.4 Level 13—Red Tail

Logic: Redtail
Image Set: LEVEL_REDTAIL

Description:
This is the boss for Level 13. Red Tail and Claw are arch rivals. Red Tail has 2 of the gems for the amulet (that Claw receives during the cutscene following his battle with Red Tail).

ATTACKS	FRAMES	NOTES
Attack #1	6	Happens at long distance.
Attack #2	4	Happens at close distance.
MOVEMENT	FRAMES	NOTES
Walk	8	
attack/retreat	2	
Facing/idle	4	
throw/lift (by CC)	2	
Hit by attack	4	
Jump	6	jump to avoid attack or get closer to CC.

ATTRIBUTES			
Health	Smarts	Damage	Power Ups
200	0	20	2 gems given to Claw during cutscene

13.14 Level 14—The Temple

13.14.1 Overview

Level 14 is The Temple. Level 14 will feature all new tiles, objects, etc.

During this level, Claw must fight members of the Royal Tiger Guard and Chameleons.

At the end of level 14, Claw must defeat Lord Omar, Guardian of the Temple. Once Lord Omar has been defeated, Claw receives the 9th gem for the amulet of nine lives, as well as the amulet.

Once Claw defeats Lord Omar and receives the 9th gem and the amulet, level 14 ends, and Cutscene #9 plays. Cutscene #9 shows Claw receiving the amulet. It also shows Princess Adora speaking to Claw, telling him about the magical powers of the Amulet.

13.14.2 Enemies

13.14.2.1 Level 14—Chameleon

Logic:
Image Set:

Description:

The chameleon will fade in and out of the background, making him a very difficult enemy to kill. This is the same enemy that's used in level 13.

ATTACKS	FRAMES	NOTES
Tongue attack	4	
Death	1	arc off screen
MOVEMENT	FRAMES	NOTES
fade in/out		this will be an effect
Climb	2	
Walk	2	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
1	0	10	

13.14.2.2 Level 14—Tiger Guard

Logic: Tiger
Image Set: LEVEL_TIGER

Description:
The Tiger guard is the only enemy (besides the chameleon) in this level. The Tiger Guard is very difficult and fast--the most challenging lower level enemy faced to this point.

ATTACKS	FRAMES	NOTES
dagger	4	
MOVEMENT	FRAMES	NOTES
walk	4	
attack/retreat	2	
Facing/idle	3	
throw/lift (by CC)	2	
Jump (tumble)	6	
Hit high	2	
Hit low	2	
Death (fall off screen)	2	
Death (dematerialize)	2	
ATTRIBUTES		

Health	Smarts	Damage	Power Ups
20	0	10	set by level designer

13.14.2.3 Level 14—Lord Omar

Logic: Omar
Image Set: LEVEL_OMAR

Description:
This is the boss for Level 14. Lord Omar should be very difficult to defeat, as he is the highest ranking boss. Lord Omar has the remaining gem and the amulet (amulet is given to Claw during the amulet ceremony--last cutscene).

ATTACKS	FRAMES	NOTES
Attack #1	6	Happens at long distance.
Attack #2	4	Happens at close distance.
MOVEMENT	FRAMES	NOTES
Walk	8	

attack/retreat	2		
Facing/idle	4		
throw/lift (by CC)	2		
Hit high	2		
Hit low	2		
Death sequence	6		
Jump	6		jump to avoid attack or get closer to CC.
ATTRIBUTES			

Health	Smarts	Damage	Power Ups
200	0	20 for any attack	9th and final gem

13.15 Main Character Descriptions

These are the main characters in the script. There are other bit voices throughout, but they can be performed by the actors cast for the main parts (using slightly different voices if possible).

13.15.1 Captain Claw

Male. Captain Claw is the main character in the story—he's a heroic pirate.

13.15.2 Mr Tabby

Male. Captain Claw's 1st mate—his assistant on the ship. Tabby is smart, trustworthy, and strong.

13.15.3 Captain Spot LeRauxe

(his name is pronounced le row, and it rhymes with throw)
Male. A sniveling, cowardly character—very pompous. He's one of Claw's enemies.

13.15.4 Cocker Spaniard Voices

Male. Soldier-like in their intonation—quick, curt, orderly. These voices can be performed by any of the male actors cast for other roles.

13.15.5 Random Pirate Voices

All male. These voices come from other crew members, and occur throughout the scene. They can be performed by any of the male voices used to record Mr. Tabby or Captain Claw.

13.15.6 Edward Tobin

Male. Tobin's voice read's the letter that Claw finds in during the Intro. Tobin died in the prison, and when he wrote the letter he was no doubt tired, hungry and weary.

13.15.7 Red Tail

Male—Lion. Red Tail is Claw's arch-nemesis—an evil and powerful pirate. Red Tail has a deep, powerful voice.

13.15.8 Princess Adora

Female—Cat. Princess Adora should sound goddess-like, enchanted, magical. Very feminine.

SCENE: ONE
"THE INTRO"

Fade into cat pirate flag waving strongly in the wind.

SOUND: Flag waving strongly in the wind.

Camera slowly pans down through smoke and gunshots.

SOUND: Sounds of cannon fire and gunshots below.

Camera continues to pan down through rigging of pirate ship.

RANDOM PIRATE VOICE: "Give em' another round!"

SOUND: Massive cannon blast.

Camera continues to pan down through rigging to the cat pirate crew where it settles looking down the deck of the pirate ship.

Cut to - close up of a cat pirates face as he yells.

RPV: "They'll never take us!"

Cut - to side of cat pirate ship cannons as they fire.

SOUND: Louder cannon blasts and gunfire.

Cut to - another cat pirate as he yells triumphantly.

RPV: "Take that ya scurvey seadogs!"

Cut to - View of another bigger ship a distance across the water partially obstructed in smoke from behind some of the cat pirate crew.

Side of other ship lights up as it sends a hail of cannonballs towards the cat pirates.

RPV: "She's fired again!"

SOUND: sound of cannonballs whistling through the air toward the cat pirate ship.

Cut to - View of the cat pirates scrambling on the deck.

SOUND: Massive explosion as some of the cannonballs crash into the cat pirates ship at high velocity.

Camera shutters as cannonballs impact sending cat pirates and debris across the deck.

Camera begins moving across the deck of the ship through the debris that used to be the ships rigging including a section of mast.

SOUND: Sounds of groans, falling rope and timbers.

Camera continues across the deck and begins to elevate towards the upper deck of the nearly demolished pirate ship.

SOUND: Low murmurs of general chaos below deck.

Camera continues to move up the side of the forward cabin to the upper deck where a pair of boots fill the frame. The camera continues to pan up the figure until it stops, looking up at the heroic face of Captain Claw standing defiantly on the upper deck of his battered ship holding a support line in his hand.

Cut to - Close up of Captain Claw's face as he yells out a command.

CAPTAIN CLAW: "Clear the debris!"

SOUND: Shifting of debris and low murmurs of the surviving crew.

RPV: "Clear the debris."

CC: "Reload cannons and give em' another round from our broadside!"

MR. TABBY: "Nearly all of the cannons were destroyed after that last attack sir, there won't be enough to do any damage."

   Camera continues to hold on the face of Claw as his eyes glance to the sound of his first officer Mr. Tabby's voice.

RPV: "She's coming a stern sir, their going to board us!"

SOUND: Cries of alarm and general panic among what's left of the crew.

   Cut to - Medium shot of Mr. Tabby looking at Captain Claw.

MT: "Sir?"

   Cut to - Close up of Captain Claw.

CC: "Ready the small arms and prepare for attack!"

   Camera pulls back quickly from Captain Claw as he pulls out his Cutlass with one hand and then pulls his pistol out of his sash with the other and holds the Cutlass defiantly in the air.

SOUND: The sound of Captain Claws sword being unsheathed followed by the sounds of others from all over the deck of the ship.

CC: "They'll never take us alive!"

SOUND: Crew members yelling and screaming and the sound of weapons clanging.

CC: "ATTACK!"

   Camera fades out as Captain Claw and his crew leap into battle.

   Camera fades back in and out as if in a first person mode simulating blinking.

SOUND: General murmurs and talking as if there is a large crowd around.

Camera focuses from a first person view. There is a large group of Cocker Spaniards that have surrounded you on the deck of what appears to be their ship and are beginning to part just in front of you to allow space for an approaching figure.

Camera rests as the figure comes into focus.

COCKER SPANIARD: "Sir we have captured Captain Claw."

The figure is in full view and is flanked by a group of Cocker Spaniard officers. He is the Spanish captain Le Rauxe.

CAPTAIN LE RAUXE: " Well, Well, this is indeed a rare treat. Captain Nathaniel J. Claw."

Cut to - Medium shot of Captain Le Rauxe's face as he speaks again.

CLR: "I'm sorry but I must inform you that your ship is lost, and your crew, what's left of them are, how should I say this … Indisposed."

SOUND: Slight muffled laughter among the dog crew and officers.

Cut to - Captain Claw is on his knees tied up and surrounded by larger dogs looking defiantly in the direction of the camera that would be the Spanish captain.

CC: "You can't hold me Le Rauxe… I'll have my vengeance!"

CLR: " HA, HA, HA, oh I doubt that. You see, you are a gift for the King and will be publicly executed upon our return."

Cut to - Medium shot of Captain Le Rauxe.

CLR "Bringing scoundrels like yourself to justice makes the people feel safer and enforces the might of the Spanish Armada and the will of the King."

Cut to - Close of Captain Claw as he replies.

CC: "We'll see."

Cut to - Le Rauxe.

CLR: "Indeed we shall. This is a very happy day for me Claw. I'm sure you will find your quarters at the prison most uncomfortable and the guards especially hostile. After all we can't be too careful with our prize trophy now can we?"

 CLR: "TAKE HIM AWAY!"

Camera pulls back slightly as Le Rauxe gestures with his hand turns and walks away.

SOUND: Cheers and cries of victory from the Cocker Spaniard crew as they drag Captain Claw away.

Cut to - Captain Claw as he is dragged to his feet and pulled away into the crowd of dogs.

Cut scene to - A shot of the large Spanish Prison looming next to a large fortress. The camera slowly begins to move towards the prison.

SOUND: The sounds of owls and other nocturnal animals. In the distance the voices of guards as they sound off their posts.

Cut to - An interior shot of the prison where there are guards posted everywhere.

Cut to - The outside of a particular cell door that is flanked on both sides by spanish guards. The camera begins to zoom in slowly through the bars.

SOUNDS: Torches burning and distant monestary chanting.

Cut to - The dimly lit interior of the cell where the camera is slowly panning across the cell until it reaches the seated figure of Captain Claw. He is hunched over and appears to be fidgeting with the shackle on his right leg.

Cut to - Close up of Captain Claws shackle as he is picking the lock with one of his large legendary claws.

SOUND: A low picking sound and dripping water.

Camera holds as he picks the lock and slowly opens the shackle.

SOUND: Low metal sound of shackle releasing.

Cut to - view of the cell door from the inside.

GUARD: "Keep it down or I'll make your last night among the living even more uncomfortable."

Cut to - Captain Claw quietly feeling the walls around the cell (multiple shots).

CC: whispers "There's got to be a way out."

SOUND: Stone moving slightly as Claws hand passes over it.

CC: whispers "What's this?"

Cut to - Captain Claw feeling around the outside of a section of stone within the cell wall.

SOUND: Low sound of stone grinding.

Cut to - View from the inside of the secret compartment looking out as Captain Claw carefully pulls the piece of stone out revealing his face peering in at the camera in the darkness.

Camera holds on Captain Claw as he reaches into the darkness and completely blacks out the cameras view with his hand.

Cut to - Camera view peering over the shoulder of Captain Claw who is holding two folded pieces of parchment paper.

CC: " I wonder how long this has been here?"

Camera stays on Claw as he unwraps the first piece of paper.

Cut to - close up of the first piece of paper which appears to be a letter.

VOICE NARRATION OF WRITER: " I am writing this with a quill and a piece of torn paper for my confessions for my Spanish captors and will then hide it in the wall. I will be executed in the morning for crimes against the King. The exact details as to why are not important, what is important is that whomever is reading this letter knows that the legendary Nine Lives Amulet really exists! In a town on the other side of the nearby forrest I lost one of the gems for the Amulet in a game in one of the taverns. It seems hopeless for me now but if you ,whoever you turn out to be, have more luck than I did and can get out of this godforsaken place, and are seeking the adventure of a lifetime I encourage you to take the piece of the map that you should find with this letter and go and retrieve the first of the nine powerful gems of the Amulet of Nine Lives. It is an incomplete map so you will need to find the rest of the pieces and with that the location of the rest of the gems. Good Luck. And beware…..others now know of the amulet too.
                                                                                                Edward Tobin.

Cut to - Medium shot of Captain Claws face as he lowers the letter and stares ahead into space.

CC: "The Nine Lives Amulet. I can't believe it, could it be true? Probably not but just in case."

Camera stays on Claw as he shoves the letter and the section of map into his shirt.

SOUND: The sound of the guards keys at the door.

Cut to - the inside view of the cell door with the light from the window partially obstructed.

GUARD: "That's it. I warned you. Now I'll quiet ya down myself!"

CC: "What?!"

Cut to- Captain Claw turning around startled by the guard opening the cell door.

Cut to - the view from the guard as he opens the door letting the light from the outer chamber spill into the cell where an unshackled Captain Claw stands ready to fight.

GAME LEVEL #1
"The Spanish Prison"
    Fight your way out of a Spanish prison. Fight Cocker Spaniard soldiers and officers.
Upon completion of this level you will have the first section of map and the first gem.

SCENE: TWO
"THE FORREST"

    Medium shot of the outer wall of the prison as Captain Claw drops into the frame from
atop the wall and lands with a thud and springs up running towards the camera.

SOUND: Guards yelling and the sounds of weapons as the guards pursue Claw from atop the
wall.

RANDOM GUARD: " He's jumped the wall!"

RG: " Open the gate!"

    Cut to - Close up of Captain Claw as he is running very hard. (frame moves up and down to
simulate the running)

SOUND: Claw breathing hard as he is running, and the sounds of his boots falling on the
damp soil.

    Cut to - Medium shot of Captain Claw as he stops and then looks back over his shoulder
to locate his pursuers.

SOUND: Guards running and yelling. The sounds of weapons and equipment as well as feet
hitting the ground.

    Cut to - Close up of Captain Claw as he speaks very breathy.

CC: "I'll have to try and lose them in the forrest."

    Camera stays on Claw as he moves quickly out of the frame.

    Cut to - Medium shot of the forrest as Captain Claw crosses overhead mid stride and
runs off into the forrest.

SOUND: Captain Claws feet thudding on the ground louder and then quieter as he passes
overhead and off into the distance. The sounds of his pursuers continues to get louder as
they approach.

    Camera stays on where Claw has disappeared into the forrest and then fades out.

GAME LEVEL #2
"The Forrest"
    Escape through a dense forrest. Fight Cocker Spaniards, robber thieves, and dodge forrest obstacles. On this level you will find another piece of the map and another gem for the amulet.

SCENE: THREE
"THE COASTAL TOWN"

SOUND: The sounds of leaves rustling and someone walking through the brush.

    Camera opens on a partially obstructed forrest path as a figure is making his way towards the camera and the opening. The camera holds on the figure as it walks out into the sunlight and is revealed as Captain Claw.

    Camera holds as Captain Claw stops, taking up most of the frame. He then takes off his hat and wipes his forehead with the sleeve of his jacket and then puts his hat back on.

CC: "sigh"

    Camera holds on claw as he appears to be looking beyond the camera.

CC: "This must be the town that was in the letter."

    Cut to - Sweeping shot of a coastal sea town at the bottom of the hills with a shipyard on the far side of it. The town stretches along a good portion of the sea cliffs on the bay.

SOUND: The sounds of seagulls off in the distance as well as faint sounds of commerce. (fishermen, sailors, and townspeople)

    Cut to - Close up of Captain Claw.

CC: " Now if I can just find the tavern next to the shipyard, I can get another gem for the amulet. And possibly information on the whereabouts of the rest of them."

SOUND: Nature, birds leaves, etc…

Cut to - wide shot of the hill with the coastal town in the distance. Camera holds at the back of Captain Claw and then pulls back slowly as he makes his way down a path towards the town. Camera fades out.

GAME LEVEL #3
"The Coastal Town"
    Fight townspeople and city guards as you work your way through the coastal town towards the tavern on the edge of the shipyard.. You will obtain another piece of the map and another gem.

SCENE: FOUR
"THE TAVERN"

Scene opens on the outside of a tavern on the docks. The camera slowly begins to zoom in towards the front window.

SOUND: Low sounds of glasses clinking together, laughter, talking and music.

Cut to - a wide shot of the interior of the tavern filled with sailors, fisherman, townspeople, and women. Dancing singing etc…

SOUND: Loud sounds of glasses clinking together, laughter, talking, yelling and music.

The camera begins to slowly pan to the right across the room to the bar where there is a fairly large crowd partaking in spirits. One of the backs to the camera is that of Captain Claw.

Cut to - Medium shot of Captain Claw sitting at the bar facing the camera while people mill about all around the bar and the room talking and drinking.

RED TAIL PIRATE #1: "I'm telling you it's true"

Cut to - medium shot of two nearby cat pirates dressed in the red sleeveless jackets of Claws archnemesis Red Tail.

RED TAIL PIRATE #2: "How can you say that? You know its just a story told to us when we were kittens."

RTP#1: "Because I've got proof! And besides why would Red Tail be going to all this trouble for that map to Tiger Island?"

Cut to - Close up of Captain Claw's face as his eyes cut over in the direction of the two pirates. Camera holds as he listens.

RTP#2: "He's crazy. That's why. And what proof are you talking about?

Cut to - Medium shot of Cat Pirate #1 as he glances around carefully and then leans in to talk more discretely.

RTP#1: "I've seen one of the gems. The first mate has it with him."

Cut to - Second Pirate crew member.

RTP#2: " Where is he?"

Cut to - First Pirate crew member.

RTP#1: "He's waiting for the rest of the crew at the ship. He's going to give it to Red Tail himself when we reach the Pirate Coast."

    Cut to - Cat Pirate #2.

RTP#2: "So. Even if that's true its only one gem."

RTP#1: "Not exactly."

    Cut to - Cat Pirate #1.

"It Seems Red Tail has captured some pirates that had a couple of the gems."

    Cut to - medium shot of Captain Claw listening intently.

RTP#2: "I don't believe it."

    Cut to - Cat Pirate #2 finishes off his drink with one swallow.

RTP#2: "I have to see it for me self."

SOUND: Sound of chair sliding out from a table and someone getting up.

    Cut to - Cat Pirate #2 standing at the table digging in his vest pocket for some change.
He then throws it down on the table.
SOUND: The sound of copper and silver hitting the table.

RTP#1: "Where are you going?"

RTP#2: "To pay a visit to the first mate."

    Cut to - Cat Pirate #1 with look of surprise on his face as he stands up.

RTP#1: "He'll skin me alive if he finds out I told you."

    Cut to - Wide shot of the tavern door to the outside docks from the inside as Cat Pirate #2 walks out the door followed by Cat Pirate #1.

RTP#1: "Wait up!"

    Cut to - Medium shot of Captain Claw putting his hat back on and nodding to the bartender off camera. He then throws some coins on the bar, turns, and leaves.

    Cut to - Wide shot of the tavern door to the outside from the inside as Captain Claw follows after Red Tail's men. Fade out.

GAME LEVEL #4
"The Shipyard"

Fight members of Red Tail's crew along with various sailors as you make your way towards his ship. After you defeat Red Tail's First Mate you will get another section of the map as well as yet another gem.

SCENE: FIVE
"THE SHIPYARD"

The scene opens dramatically with a close up of Captain Claw as he wheels around to see that Red Tail's ship is pulling away from the dock.

CC: "Huh?"

Cut to - Shot of Red Tails ship pulling away from the last dock. Crew members are throwing the mooring lines over and preparing the sails.

SOUND: Red Tail's crew throwing lines down and calling out orders for sailing.

Cut to - Wide shot of Captain Claw standing above the fallen first officer. He puts his sword away quickly and hops over him into a run towards the camera.

Cut to - Side of Red Tail's ship as it moves past the final dock foundations at the end.

Cut to - Close up of Captain Claw running. Frame moves to simulate fast running.

SOUND: The sounds of Captain Claw's feet falling on the wood planks along with strong breathing.

Cut to - Wide shot of Captain Claw running along the dock and jumping a group of barrels as he pursues the ship.

Cut to - Medium shot of the side of Red Tail's ship as it pulls well away from the dock where you can see a stack of crates at the end.

Cut to - View from Captain Claw moving up and down as he approaches the end of the dock and the departing ship. He sees the crates (a perfect launch pad).

Cut to - Medium shot of Captain Claw as he leaps first onto the crates and then flings himself at the departing ship at full stride.

CC: "grunt!"

Cut to - A wide shot of the ship exiting the dock and Captain Claw flying across the the water and grabbing for a hanging mooring line.

Cut to - Close up of Claw's hands grasping the line strongly.

SOUND: Rushing water and rubbing rope.

Cut to - Medium shot of the back side of the ship as Captain Claw crashes into the side of it with a thud. He keeps hold of the line and sighs.

SOUND: A violent thud as Captain Claw collides with the side of the ship.

Cut to - Close up of Captain Claw as he looks first down and then up.

CC: " That was close."

Cut to - Medium shot of the back corner of the ship as Captain Claw climbs up the line and into a nearby window.

Cut to - Closer shot of the same scene as Captain Claws legs squeeze through the window and the wood window cover falls closed.

SOUND: Claw climbing through a window. Wood clunking , water below, etc…

Cut to - Wide shot of Red Tail's ship sailing out to sea to Pirate's Cove.

Fade Out.

GAME LEVEL #5
"Pirates Cove"
Fight your way through more of Red Tails men, sailors, and other pirates until you get to the jail where you free members of your previous crew. You will obtain from your old crew a gem and a section of the map leading to the legendary Undersea Cave.

SCENE: SIX
"PIRATES COVE"

The scene opens on a door in the prison somewhere beneath Pirates Cove. The door swings open into the darkness onto a small group of Cat Pirates.

SOUND: Dripping water and the creaking of old hinges.

Cut to - wide shot of the figure in the doorway from the imprisoned cats perspective. He looks like a shadows due to the bright lights from the hallway behind him.

CC: "Tell me where the gems are and I'll let you live."

Cut to - Medium shot of Mr. Tabby (Claw's old first mate) with puzzled look of recognition on his face. He squints.

MR. TABBY: "Captain? Captain Claw?

Cut to - Close up of the shadow in the doorway.

CC: "Mr. Tabby?"

MT: "Aye Sir."

Camera stays on the figure as he moves through the doorway into view. No longer obscured by the harsh back lighting it is the slightly smiling face of Captain Claw.

MT: "Captain Claw! I can't believe it! We thought you were dead!"

Cut to medium shot of both Captain Claw and Mr. Tabby in the middle of the cell shaking hands. They are surrounded by the other cats.

CC: "There was a change in plans."

SOUND: Laughter from the Cat Pirates, Claw and Tabby. Claps on the shoulder etc.

CC: "So where are the gems?"

Cut to - Close up of Tabby with crew around him.

MT: "We gave two of em' to Red Tail. But kept the third hidden since he only thought we had the two."

Camera stays on Tabby as he looks behind him and motions to a crew member.

Cut to - Close up of Captain Claw.

CC: " Where is he now?"

MT: "Tiger Island."

Camera stays on Claw as he registers slight surprise.

CC: "Tiger Island? I thought that was just a legend."

Cut to - Medium shot of Tabby as he is handed a small item and a scroll from a crew member in back. He then hands it towards the camera. The hand of Captain Claw moves into the screen and takes the item and the scroll.

MT: " So did I. But evidently there is a Tiger Island and Red Tail is headed there. We overheard the guards say that he had grown inpatient and would go to the Island to challenge for the amulet. I don't think he knows that you have six of the gems.

Cut to - Medium shot of Claw.

CC: " Where did you get the three gems?"

Cut to - Tabby and crew.

MT: " After we escaped from the Spanish, we were staying in the town on the coast of the mainland. We bought the gems as well as a piece of the map and the scroll there from a merchant. The map shows a cave not far from here that supposedly leads under the sea to Tiger Island. The scroll is a map to a cave…It could be that same cave."

CC: " Did the merchant say where he got the gems and scroll?"

MT: " He said he received them from a man named (pause)"

   Camera holds on Tabby while he thinks.

CC: " Tobin?"

MT: "Yes, that's it, Edward Tobin. How did you know?"

   Cut to - Close up of Captain Claw.

CC: " Lucky guess. How far did you say this cave might be?"

   Cut to - Tabby.

MT: " If it exists it should be two miles North of the cove."

   Cut to - Medium shot of Captain Claw as he is putting the gems in a small bag on his belt and putting the scroll and map in his coat.

CC: " Tabby, Christoph.. The rest of you wait at the nearest tavern."

   Cut to - Tabby.

MT: " Won't we be accompanying you in the cave sir?"

   Cut to - Wide shot of Claw.

CC: " No. I'll have to go alone. I need you back here with the men. And besides, we're going to need a ship."

Fade Out.

GAME LEVEL #6
"The Undersea Cave"
   Make your way through this enchanted cave under the sea and fight its mythical inhabitants. You will fight a variety of magical creatures including the Undersea Guardian to Tiger Island. From this guardian you will gain another gem as well as passage up to Tiger Island.

SCENE: SEVEN
"BEHOLD TIGER ISLAND"

The scene opens looking at a cave in large rocks overgrown partially by tree's and vines.

SOUND: Seagulls, monkey's, other critters and the sound of the surf nearby.

The Camera slowly zooms in towards the cave entrance.

SOUND: Very muffled grunts and sounds of climbing.

Cut to - The very mouth of the cave which is more like a pit. The camera sits there unable to see into the hole. One hand appears as it grabs for something to heave itself up with, then another.

SOUND: Definite sounds of effort being expended as Captain Claw pulls himself up out of the Undersea Cave.

Camera stays on the cave as you can see Captain Claws head now above the edge of the cave. He continues to pull himself up and out.

Cut to - Wide shot of Captain Claw standing in front of the cave dusting himself off and adjusting his sword. He looks up.

Cut to - Close up of Captain Claw's face with a look of wonderment on it.

CC: " Tiger Island."

Cut to - Wide shot of a set of ruins at the edge of the jungle almost completely overgrown. The camera pans along the ruins from one side to the other and stops abruptly on a pile of equipment with the flag of Red Tail partially draped over it.

CC: " Red Tail."

Cut to - Close up of Claw with a look of defiance and determination on his face.

 Cut to - Wide shot from the top of some of the ruins looking down at Captain Claw as he pulls out his sword and begins walking towards the ruins and the jungle.

SOUND: Claw's sword being drawn out, jungle sounds, seagulls and the sounds of his footsteps in the sand.

Fade Out

GAME LEVEL #7
"Tiger Island:
    You fight Red Tails men and finally defeat Red Tail himself and receive from him the remaining two gems for the amulet.

SCENE: EIGHT

"THE DUEL"

The scene opens with a low/wide shot of both Claw and Red Tail. Claw is closer. Immediately in front of the camera the sword that you disarmed from Red Tail flies into the screen and sticks into the ground and rocks slightly from side to side.

SOUND: The sound of a sword flying through the air distant and then suddenly in front of you and then sticking into sand.

Cut to - Medium shot of Red Tail rubbing his right hand. The one that had just held his sword.

RED TAIL: " So this is how it ends. I die on the beach of Tiger Island an unarmed man and you die challenging for the amulet."

CC: " Where are the last two gems Red Tail?"

Cut to - Medium shot of Claw walking towards him off camera with look of determination.

Cut to - Medium shot of Red Tail beginning to back up.

SOUND: The surf, distant Seagulls and the sounds of their feet in the sand.

RT: " The gems won't help you Claw. Your not strong enough to be the champion, the trophy is for someone like me…a leader… a visionary…a survivor. Your nothing more than a decorated thief."

Cut to - Close up of Claw gritting his teeth.

CC: " I'll ask you one last time, where are the gems?"

Cut to - Close up of Red Tail.

RT: " Very well. They're right…"

Cut to - Red Tail reaching slowly behind his back for the gems.

Cut to - Close up of his hand touching the handle of a throwing dagger.

RT: " HERE!!!"

Cut to - Medium shot of Red Tail quickly throwing a dagger at Claw as he Yells.

SOUND: The sound of a dagger hurtling through the air at high speed.

Cut to - Medium shot of Captain Claw with look of surprise as he quickly spins to the right as the dagger just grazes his jacket shoulder(tearing it) and flies off camera.

SOUND: The sound of the dagger flying through the air and a small ripping sound.

Cut to - Medium shot of Claw as he turns from his spin and side kicks Red Tail in the chest knocking him to the ground.

SOUND: Scuffling sand and a thud from the kick as well as one for the fall.

Cut to - Close up of Red Tail from the waist up lying on his back on the beach As he attempts to get up. Claw's boot moves quickly into the screen and pushes his chest down. It is followed by Claw's sword that rests pointed at Red Tail's throat.

RT: " grunt"

CC: " The gems!"

RT: " I suppose I have no choice."

Camera stays on Red Tail as he reaches slowly into his vest pocket and pulls out a small leather pouch. The sword and boot slowly move away from him as he holds up the pouch.

Cut to - Medium shot of Captain Claw as he is looks intently at the pouch and begins to reach for it.

Cut to - Medium shot of Red Tail as he hurls the pouch over Claw's head towards the water.

RT: " NEVER!"

SOUND: The sound of something being thrown through the air.

Cut to - Medium shot of Claw's surprised face as he follows the trajectory up and over his head all but ignoring Red Tail.

Cut to - Low angle view of Captain Claw from the the water as the pouch splashes in directly in front of the camera. Claw in the distance begins running quickly for the pouch.

SOUND: splash, and Claw running quietly then louder as he approaches.

RT: " HA, HA, HA, HA, Etc…"

Cut to medium shot of Claw splashing around in the surf looking for the pouch.

SOUND: Splashing, and the sounds of waves and seagulls.

Cut to - Close up of Claw's arm in the water as it stops moving and pulls the wet pouch from the ocean water.

Cut to - a closer shot of his hands as he empties the bags contents into one hand. The green gems glisten in the sunlight.

Cut to - Medium shot of Claw looking at the gems in his hands as you can see over his shoulder Red Tail has his sword and is shouting.

RT: " I'll be waiting for you Claw! HA, HA, HA, HA…"

Camera stays on Captain Claw as he looks briefly in the direction of Red Tail. Red Tail runs off and Claw resumes looking at the gems.

CC: " Now to find the amulet."

Fade Out.

GAME LEVEL #8
"The Temple"
You must prove that you are worthy by defeating the Royal Tiger Guards and the Grand Tiger Guardian himself to win the last remaining gem from him and the game.

SCENE: NINE
"THE AMULET CEREMONY"

The scene opens on a wide shot at the head of the altar where Claw has defeated Omar the Grand Tiger Guardian. Claw stands facing the shrine with his sword in one hand and the gem that he acquired from Omar in the other. The camera is at his back. He begins to walk slowly towards the shrine.

Cut to - A close up of the face of Omar as he watches Claw approach the shrine of the Great Cat Princess.

SOUND: The sounds of Claw walking on stone floors.

Cut to - Medium shot of Claw from the shrines point of view. Claw puts his sword away and reaches into his coat pulling out the small bag of gems.

Cut to - Close up of the flat surface as the gems spill out of the bag onto the altar. Claw's hand comes into view and places the ninth and final gem onto the altar.

Cut to - Medium shot of Claw standing still facing the altar (off camera).

SOUND: A low hum followed by the sound of tearing energy.

Camera stays on Claw as the gems begin to glow a brighter and brighter green. There is a glow of green light coming from off camera and shining on Captain Claw. Claw's eyes widen in amazement at the spectacle.

Cut to - Close up of Claw's face as he looks up towards the main part of the shrine with wide eyes and a slightly dropping jaw.

Cut to - Wide shot of the shrine of The Great Cat Princess as it continues to glow with the eyes being brightest of all. Suddenly there is another flash of light and in the place of the shrine is the seated figure of the beautiful Great Cat Princess.

SOUND: Another tearing sound and then just the low hum of energy.

Cut to - Medium shot of Claw standing in amazement with Omar in the background kneeling to worship the Princess.

Cut to - Medium shot of the princess as she speaks.

PRINCESS ADORA: " Hello Nathaniel Joseph Claw, I am Princess Adora."

Cut to - Medium shot of Claw as he nods to Princess Adora still in amazement.

Cut to - Medium shot of Adora.

PA: " I first must commend you on finding the eight gems for the amulet. By no means an easy task. You then fought through great adversity and peril and found your way here to Tiger Island. An equally difficult task. Finally, you defeated Lord Omar the Captain of my Royal Tiger Guard and obtained the final gem. You have indeed proven yourself worthy to hold the title as "Champion of All Cats" in the greater Lore Realms. And you will proudly wear this title with the Amulet of Nine Lives."

Princess Adora motions towards the glowing altar top in front of Claw.

Cut to - Medium shot of Captain Claw as he looks down at the glowing altar top still in amazement.

Cut to - Close up of the Altar top where in place of the gems, there is now the golden Amulet of Nine Lives with the nine green gems inset into it. Claws hands reach into the frame and pick up the Amulet.

PA: " The cat champion who wears this Amulet wields incredible magical power and is granted by the Deities a true Nine Lives. The closest any mortal creature can come to immortality.

Camera holds on Claw as he puts the Amulet around his neck.

Cut to - Medium/Close shot of Princess Adora smiling at Captain Claw.

PA: " Go now Nathaniel. Omar will accompany you as a guardian to both yourself and the Amulet. The Amulet is very powerful so it's important that it not fall into the hands of someone corrupt or villainous. Guard it with your life and it will serve you forever."

Cut to - Medium shot of Captain Claw with Omar behind him. They both slightly bow, then they turn and leave.

Cut to - Wide shot of a pirate ship out on the open seas.

Cut to - Medium shot of the Captain and his crew on the deck behind the wheel. The pirates are Captain Claw, Mr. Tabby, Lord Omar, Christoph and Doc. They are standing heroically with their clothes blowing in the ocean wind. Captain Claw is wearing the Amulet of Nine Lives. Superimpose on the shot the Cat Pirate flag blowing in the wind.

Fade Out

Black and Gray Cat Pirate Flag as background for credits.

14. Claw Z-Order Appendix

Claw Z-Order Values

Back Crate / Back Candy	1000	
Checkpoint Flag	1000	
Elevators / Pegs	2000	
Claw		4000
Enemies	4000	
Front Crate / Front Candy	5000	
Powerups		6000
Columns / Structures		7000
Coverups		8000
Enemy Fall Death		8500
Interface	9000+	

Basically, go into object mode, and setup your default Z-values under the Z-Coords menu option. Then just start pressing Ctrl+0 ... Ctrl+9 on select objects to change the Z values. Remember, the X, Y, and Z values of the currently selected object are displayed on the bottom status bar. It's better to do this sooner than later!   :)

15. In-Object Powerup Appendix

(note: if you don't specify a value, a coin will be added)
(note: if you don't want a powerup, specify a value of -1)

0 = "GAME_TREASURE_COINS"
1 = "GAME_TREASURE_GOLDBARS"
2 = "GAME_TREASURE_RINGS_RED"
3 = "GAME_TREASURE_RINGS_GREEN"
4 = "GAME_TREASURE_RINGS_BLUE"
5 = "GAME_TREASURE_RINGS_PURPLE"
6 = "GAME_TREASURE_NECKLACE"
7 = "GAME_TREASURE_CROSSES_RED"
8 = "GAME_TREASURE_CROSSES_GREEN"
9 = "GAME_TREASURE_CROSSES_BLUE"
10 = "GAME_TREASURE_CROSSES_PURPLE"
11 = "GAME_TREASURE_SCEPTERS_RED"
12 = "GAME_TREASURE_SCEPTERS_GREEN"
13 = "GAME_TREASURE_SCEPTERS_BLUE"
14 = "GAME_TREASURE_SCEPTERS_PURPLE"
15 = "GAME_TREASURE_GECKOS_RED"
16 = "GAME_TREASURE_GECKOS_GREEN"
17 = "GAME_TREASURE_GECKOS_BLUE"
18 = "GAME_TREASURE_GECKOS_PURPLE"
19 = "GAME_AMMO_DEATHBAG"
20 = "GAME_AMMO_SHOT"
21 = "GAME_AMMO_SHOTBAG"
21 = "GAME_CATNIPS_NIP1"
22 = "GAME_CATNIPS_NIP2"
23 = "GAME_HEALTH_BREADWATER"
24 = "GAME_HEALTH_FISH"
25 = "GAME_HEALTH_MILKSINGLE"
26 = "GAME_HEALTH_MILKTRIPLE"
27 = "GAME_MAGIC_GLOW"
28 = "GAME_MAGIC_STARGLOW"
31 = "GAME_MAPPIECE"
32 = "GAME_WARP"
33 = "GAME_TREASURE_COINS"
34 = "GAME_DYNAMITE"
41 = "GAME_TREASURE_CHALICES_RED"
42 = "GAME_TREASURE_CHALICES_GREEN"
43 = "GAME_TREASURE_CHALICES_BLUE"
44 = "GAME_TREASURE_CHALICES_PURPLE"
45 = "GAME_TREASURE_CROWNS_RED"
46 = "GAME_TREASURE_CROWNS_GREEN"
47 = "GAME_TREASURE_CROWNS_BLUE"
48 = "GAME_TREASURE_CROWNS_PURPLE"
49 = "GAME_TREASURE_JEWELEDSKULL_RED"
50 = "GAME_TREASURE_JEWELEDSKULL_GREEN"
51 = "GAME_TREASURE_JEWELEDSKULL_BLUE"
52 = "GAME_TREASURE_JEWELEDSKULL_PURPLE"

16. Claw Logic/Notes Appendix

16.1 SoundTrigger

A sound trigger will play a specified sound when Claw "triggers" the object by entering it's "hit rect". The trigger can be set to play only once, to respawn every time Claw dies, or to respawn a finite number of times after each Claw death.

The sound is specified by entering the name of the sound (with prefix) in the "Ani" field. (e.g. "GAME_DANGER")

The default behavior it to respawn the trigger each time Claw dies. To set a finite number of triggers, set the "Smarts" value to a value greater than zero. (A value of one will be a "one-shot" trigger).

In addition, triggers can have different sized hit rects (a tall hit rect may be useful in areas where Claw could "miss" the hit rect, etc.) The following logics are provided that function exactly like the "SoundTrigger" logic except that their hit rects are different:

> BigSoundTrigger
> SmallSoundTrigger
> HugeSoundTrigger
> TinySoundTrigger
> TallSoundTrigger
> WideSoundTrigger

16.2 ClawDialogSoundTrigger

A ClawDialogSoundTrigger behaves just like a SoundTrigger except that a special graphic will display above Claw's head to give the illusion that Claw is the one talking while the sound is playing.

The following additional ClawDialogSoundTriggers are available for use when different sized hit rects are needed:

> ClawDialogBigSoundTrigger
> ClawDialogSmallSoundTrigger
> ClawDialogHugeSoundTrigger
> ClawDialogTinySoundTrigger
> ClawDialogTallSoundTrigger
> ClawDialogWideSoundTrigger

16.3 TownGuard2

The TownGuard2 logic has been added; there is a new rez file and debug exe on \\proj\claw.

16.4 Non-pace non-jump Human Enemy Flag

Also I've add a new flag that affects the human enemies. It's under the user section - user1, if this value is greater than 0 then the human enemy in question will not pace and also will not jump off of narrow ledges at Claw. This flag is good for putting human enemies in narrow places.

16.5 Human Enemies Ride Elevators

As of 3-19-97, human enemies now ride elevators.

16.6 Custom Catnip Times

Catnip times can now be customized by setting the "Smarts" field to the desired time. (0 means use default).

Remember, times are in milliseconds (1000ms = 1second). So 30000 = 30 seconds. (If this is a problem, I could change it).

16.7 Enemy Health Limit Check

I'm putting in a check that will halt the game if an enemies health is greater than a certain amount, for the moment I'm setting the value to 200, however, if you guys are using values greater than this please send me your max value so I can change the code to reflect this.

16.8 Super Checkpoints

FirstSuperCheckpoint
Use this logic for the First Super Checkpoint in the level.

SecondSuperCheckpoint
Use this logic for the 2nd super checkpoint in the level.

Super Checkpoints are now available for use. The Supercheckpoint works just like a regular checkpoint except that it will save the game when Claw triggers the checkpoint.

Super checkpoints must be placed in such a way as to make it impossible for the player to backtrack and get treasure they've already gotten.

16.9 TProjectile

Use:

-Main imageset is the coverup image/animation for the projectile that is intended to be released.
-xMins and yMins define the rectangle that Claw has to be in in order for the projectiles to start shooting.
-xSpeed and ySpeed set the course and speed of the projectiles, neg and pos are legal and determine the direction. Pos x is to the right and Pos y is down, hence the art should be painted such that for horizontal projectiles the image is defaulted to facing right and for vertical projectiles the image is defaulted to pointing down. This logic will mirror and invert the image as necessary depending on the values for xSpeed and ySpeed.
-Speed is the number of milliseconds between shootings.
-User1 defines which image in the level/images/projectiles directory is to be used as the projectile.

16.10 HermitCrab

NAME	SETABLE ATTRIBUTES	DESCRIPTION
HermitCrab	None	Rather fast little buggers (and hard to kill)
CrabNest	1) Move Rect - triggers hatching of crabs (image size is default) 2) User1 - number of crabs to hatch (3 default, 10 Max)	A whole nest of the little buggers

16.11 Statue Logics

NAME	SETABLE ATTRIBUTES	DESCRIPTION
BehindStatue	Power-Up (1 - 52)* User1 Rect (1 - 52)* User2 Rect (1 - 52)*	Same as crates except the base sprite remains after Claw breaks statue. Also 0 to 9 power-ups can be placed in the statue. (power-ups stay in front of base)
FrontStatue	Same	Same (power-ups stay behind base)

*See Claw Objects document for a list of the valid power-up field values.

NOTE: Unlike the Crates the power-up value 0 DOES NOT specify a coin (this is because all the values of User1 rect and User2 rect default to 0. If 0 indicated coin, every statue would default to 9 coins). If you want to specify a coin in a statue use the value 33.

16.12 WAPWORLD WARP
"Goto Start Position" (Ctrl+Alt+S) and "Goto Warp Position" (Ctrl+Alt+W) to WapWorld. You set the Warp position by selecting "Goto X,Y Position" (Ctrl+Alt+P) and selecting the check box.

16.13 Claw Logics
ADD(CaptainClaw);
ADD(CaptainClawHit);
ADD(CaptainClawRemoteRacer);
ADD(CaptainClawScreenPosition);

16.14 Projectile logics
ADD_MSL(Bullet);
ADD_MSL(MagicBullet);
ADD_MSL(FireBullet);
ADD_MSL(IceBullet);
ADD_MSL(PistolBullet);
ADD_MSL(PlazmaBullet);
ADD_MSL(CannonBall);

16.15 Enemy logics
ADD_SMALL(EnemyHit);
ADD_SMALL(EnemyAttack);

ADD_MSL(Officer);
ADD_MSL(Soldier);
ADD_MSL(Raux);
ADD_MSL(Rat);
ADD_MSL(PunkRat);
ADD_MSL(RatBomb);
ADD_MSL(GroundCannon);
ADD_MSL(TowerCannonLeft);
ADD_MSL(TowerCannonRight);
ADD_MSL_SMALL(PowderKeg);
ADD_MSL(BouncingGoodie);
ADD_MSL(CutThroat);
ADD_MSL(RobberThief);
ADD_MSL(Katherine);

```
ADD_MSL(TownGuard1);
ADD_MSL(TownGuard2);
ADD_MSL(BearSailor);
ADD_MSL(Wolvington);
ADD_MSL(GooVent);
ADD_MSL_SMALL(Crate);
ADD_SMALL(FrontStackedCrates);
ADD_SMALL(BackStackedCrates);
ADD_MSL(AniRope);
ADD_MSL(Dynamite);
ADD_SMALL(BreakPlank);
ADD_MSL_SMALL(SinglePlank);
ADD_MSL_SMALL(Seagull);
ADD_MSL(HermitCrab);
ADD_MSL(TProjectile);
ADD_MSL_SMALL(GroundBlower);
```

16.16 Game interface logics

```
ADD(ScoreFrame);
ADD(WeaponFrame);
ADD(HealthFrame);
ADD(LivesFrame);
ADD(TimerFrame);
ADD(StatusNumberDigit);
ADD(ScoreRibbon);
```

16.17 Powerup logics

```
ADD_SMALL(GoldPowerup);
ADD_SMALL(HealthPowerup);
ADD_SMALL(PowerupGlitter);
ADD_SMALL(EndOfLevelPowerup);
ADD_SMALL(SpecialPowerup);
ADD_SMALL(CratePowerup);
ADD_SMALL(FrontCrate);
ADD_SMALL(BehindCrate);
ADD_SMALL(CrateHit);
ADD_SMALL(CoinPowerup);
ADD_SMALL(TreasurePowerup);
ADD_SMALL(MagicPowerup);
ADD_SMALL(SuperPowerup);
ADD_SMALL(AmmoPowerup);
ADD_SMALL(GlitterlessPowerup);
ADD_SMALL(PointsIcon);
ADD_SMALL(CursePowerup);
```

16.18 Checkpoint logics

```
ADD_SMALL(Checkpoint);
ADD_SMALL(CheckpointAttack);
ADD_SMALL(CheckpointTimer);
ADD_SMALL(FirstSuperCheckpoint);
ADD_SMALL(SecondSuperCheckpoint);
ADD_SMALL(SuperCheckpointAttack);
```

16.19 Elevator logics

ADD_BIG(StandardElevator);
ADD_BIG(SlidingElevator);
ADD_BIG(StartElevator);
ADD_BIG(StopElevator);
ADD_BIG(SpringBoard);
ADD_BIG(Elevator);
ADD_BIG(OneWayStartElevator);
ADD_BIG(OneWayTriggerElevator);
ADD_BIG(TriggerElevator);
ADD_BIG(PathElevator);

16.20 Stepping Stone logics

ADD_SMALL(SteppingStone);
ADD_SMALL(SteppingStone2);
ADD_SMALL(SteppingStone3);
ADD_SMALL(SteppingStone4);
ADD_SMALL(StartSteppingStone);
ADD_SMALL(OneTimeStartSteppingStone);

16.21 Peg logics

ADD_SMALL(CrumblingPeg);
ADD_SMALL(CrumblingPegNoRespawn);
ADD_SMALL(TogglePeg);
ADD_SMALL(TogglePeg2);
ADD_SMALL(TogglePeg3);
ADD_SMALL(TogglePeg4);

16.22 Generic logics

ADD_SMALL(AniCycle);

16.23 Misc logics

ADD(ChildChar);
ADD(ChildScoreNum);
ADD(ChildRibbon);
ADD(Message);
ADD(SingleFrameMessage);
ADD_SMALL(DoNothing);
ADD_SMALL(BehindCandy);
ADD_SMALL(FrontCandy);
ADD_SMALL(BehindAniCandy);
ADD_SMALL(FrontAniCandy);
ADD_SMALL(GlitterMother);
ADD_SMALL(GlitterBaby);
ADD(GooCoverup);
ADD_SMALL(GooBubble);
ADD_SMALL(HitBurst);

16.24 Misc level 1 logics

ADD_SMALL(BlinkingEyes);

16.25 Misc level 4 logics

ADD_SMALL(FloorSpike);
ADD_SMALL(FloorSpike2);
ADD_SMALL(FloorSpike3);
ADD_SMALL(FloorSpike4);

16.26 Booty Screen logics

ADD(TreasureCounter);
ADD(SimpleAnimation);
ADD(TreasureLogic);
ADD(MapPieceLogic);
ADD(MapProgressLogic);

16.27 Light logics

ADD_SMALL(StationaryLight);
ADD(ChildLight);

16.28 Main Menu logics

ADD(MenuSparkle);
ADD(MenuClaw);

16.29 Sound trigger logics

ADD_SMALL(SoundTrigger);
ADD_SMALL(BigSoundTrigger);
ADD_SMALL(SmallSoundTrigger);
ADD_SMALL(TinySoundTrigger);
ADD_SMALL(HugeSoundTrigger);
ADD_SMALL(TallSoundTrigger);
ADD_SMALL(WideSoundTrigger);
ADD(ClawDialogSound);
ADD_SMALL(ClawDialogSoundTrigger);
ADD_SMALL(ClawDialogBigSoundTrigger);
ADD_SMALL(ClawDialogSmallSoundTrigger);
ADD_SMALL(ClawDialogTinySoundTrigger);
ADD_SMALL(ClawDialogHugeSoundTrigger);
ADD_SMALL(ClawDialogTallSoundTrigger);
ADD_SMALL(ClawDialogWideSoundTrigger);

16.30 Conveyor Belt Logic

NAME	SETABLE ATTRIBUTES	DESCRIPTION
ConveyorBelt	Speed (in the range 300 to -300)	All conveyor belt sprites (left, right, middle(s)) must set the speed attribute (to the same number). This logic will set the animation (direction and speed) of the conveyor and slow/speed up Claw… A negative speed indicates right to left movement of the conveyor, while a positive speed indicates a left to right movement.

16.31 Ground Blower Logic

NAME	SETABLE ATTRIBUTES	DESCRIPTION
GroundBlower	None	Like spring fern, but Claw triggers it by walking (landing) on it.

Hi All. A small Tweak to ground blower logic. This should be available soon (check with JPL).

NAME	SETABLE ATTRIBUTES	DESCRIPTION
GroundBlower	Y Max - How high to fling Claw (if not set will default to 450 - current spring fern value) Move Rect - Rect that activates blower, relative to first frame of GroundBlower Ani. (will default to rect of width 30, height 20)	THAR SHE BLOWS!!! The ground blower is now based on the GroundBlower Ani (in level 6 Anis). The blower is activated when Claw's move rect intersects the Blower's move rect, and the 1st frame of the animation is playing. The GroundBlower should be associated with the Blowing1 images.

16.32 Bomber Crab

A *rough* version of the Bomber Crab should be in the next build made by JPL.

Here are the details:

NAME	SETABLE ATTRIBUTES	DESCRIPTION	
HermitCrab	User 1 = 0 Hermit Crab (default) User 1 = 1 Bomber Crab	Just set User1 to 1 to have a cool bomber crab.	

NOTE: I've added CrabBomb images and Anis to the Rez file. Currently the images in the rez file for the bombs are the same as level 1 rat bombs (so they don't look very good). Next time Level 7 Art gets Debabbed, the bombs should look fine…

Also, I'm aware that some tweaks will need to be made on this logic. I just wanted to give you (Bill) something to play with ☺

Also, I modified the CrabNest logic to randomly (50% of the time) make one of the Crabs a BomberCrab. I'm planning to make the % (or number?) adjustable.

As always, let me know if there are any problems.

16.33 AmbientSound

An ambient sound loops the sound specified in the "Animation" field of the object. In addition, the "Always Active" flag MUST be set (under the "Flags" button).

In general, you should probably stick all the ambient sound objects in the upper left corner of the world (so they are easy to find, since they don't really use an image).

To specify a specific rectangular area that the ambient sound should only play in, specify the world coordinates (left, top, right, and bottom) in the "HitRect" (under the "Rects" button) for the rectangular area. As Claw enters the defined area, the ambient sound will fade in. As Claw leaves the defined area, the ambient sound will fade out.

If you don't specify any values in the "HitRect" field, the ambient sound will play throughout the entire level (this is the default behavor).

Remember, you MUST check the "Always Active" flag (under the "Flags" button).

This should be in the next build that LaCasse puts out for the level designers...let me know if you have any problems. (note that we don't really have any looping ambient sounds yet)

16.34 Kali

added a new command-line parameter to Claw to make playing via Kali even easier.

You can now specify "IPX" or "KALI" and Claw will immediately go to the ipx join/host dialog for level racing.

Kali let's you specify command-line parameters for each game so all the user has to do is specify KALI (or IPX) and playing multiplayer Claw via Kali is even easier!   :)

16.35 Rename Images in Wapworld

There is now a "Rename Images" option under the "Objects" menu (in Object mode) in WapWorld. We can use this to rename all of the old health images to the new stuff.

16.36 New Cheat Codes Added

mpfsword (fire sword)
mpisword (ice sword)
mplsword (lightning sword)

16.37 SoundTrigger enhancement

BillV twisted my arm and made me enhance the SoundTrigger logic such that if you specify a value of -1 in the "Smarts" field, the sound will re-trigger ever time Claw re-enters the trigger rect.

Also, I updated the powerup stuff to use the new potion images for the health. I haven't updated to use the single level specific health image since we don't have those in the correct spot in the rez file yet.

Jpl, can you get my stuff from Claw and put out a new debug version soon so that Bill can use the new sound trigger features.

I updated the "Claw Objects" document on the net to reflect the new SoundTrigger stuff (smarts -1 means always re-trigger). I also took out the stuff in AmbientSound about needing the "Always Active" flag since that is no longer necessary.

16.38 Ambient sound tweak

I was able to remove the restriction of setting the "Always Active" flags for ambient sound objects. You don't have to set it anymore.   :)

16.39 Ambient sound tweak

Per Chris' request, you can now set the trigger rectangle for an "AmbientSound" logic using the xMin, yMin, xMax, yMax values (which you can set using the mouse in WapWorld).

The HitRect can also still be used but it will look at the Min/Max stuff first.

16.40 Command Line Tweak

You can now specify a user on the command-line. Just do:

Claw user:<username>

e.g. Claw user:Scorpio

If the username has a space in it, use a "_" or "+" character where the space goes.

e.g. Claw user:john+doe

Also, the command-line options are not required to be uppercase anymore.

16.41 Enemy Scale Value

I've implemented some scale values that are level dependent. Bascially, dependending on the level a certain enemy-object is on, his values will be mulitplied by this value. Right now the numbers are 1, 1.1, 1.2, 1.3 etc. For example all enemies on level4 have their values multiplied by 1.3.

This is an attempt to allow us to scale up or down level "hardness" on a global (level by level) scale.

16.42 Wapworld Addition

I have added a new feature to WapWorld: "Convert Image Logics".

Basically, you give it an image-set name and the name of a logic that you want all objects with the image-set to have.

16.43 Ambient Sound Volume Control

You can now override the volume for individual ambient sound objects. Set the "Damage" value for the desired volume override. For example, a volume of 50 means play the sound at 50% the volume it would normally play it. A value greater than 100 will play the sound louder than normal IF the master volume is less than 100%.

16.44 Misc Directory Added

I added a "Misc" directory to the Claw CD. I put the ClawAdv.exe applet that let's you tweak some Claw settings (mainly for tech support issues). This does not get installed.

16.45 Health Image Addition

I have assigned the image: "LEVEL_HEALTH" to be used for the level specific health item for each level. Also, they all need to have the same sound so I am using the original breadwater sound (sound of claw munching). So, the level specific health items should all be some type of solid food (as opposed to a liquid).

Note that we don't have to have a level specfic health item for every level.

If you want to put the level specific health powerup in an enemy or crate, the number is 61.

(I will update the Claw objects document).

Also, how much health should they add? It is currently set to 10. Let me know if you want something different (but it needs to be the same for every level).

16.46 New Cheats

I have added new cheats and debug-hotkeys to go to any level in Claw.

Hotekeys:
Ctrl+1 - Ctrl+0 will go to levels 1-10
Ctrl+Shift+1 - Ctrl+Shift+4 will go to levels 11-14

Cheats:

"mpone" level 1
"mptwo" level 2
"mpthree" level 3

(you get the idea)

These should be in the next debug build the jpl puts out...Enjoy!   :)"

16.47 Laser/Lightning Logic for Level 11

The laser logic for level11 is avaliable:

Name: Laser
Parameters: Counter = number of ms between strikes

16.48 Random Ambient Sounds

As requested by the level designers, I have added "random" ambient sounds. These work just like the regular ambient sounds but you can specify time ranges for them to cycle between "on" and "off". This way, we can have ambient sounds that do play continuously--which could become irritating for some sounds.

Here's the info from the update "Claw Objects" document. Basically just specify the on/off time range (in milliseconds) via the MoveRect field. This is all still within the "AmbientSound" logic--it's just a new option to use if you want.

If you want the ambient sound to not play continously, you can set random time ranges for both the "on" and "off" duration. You specify these (optional) values via the MoveRect field (under the "Rects" button). The values are: min-time-on, max-time-on, min-time-off, and max-time-off. The values are in milliseconds.

For example, if you wanted the ambient sound to play for 5-10 seconds and then be silent for 20-30 seconds, you would specify values of: 5000, 10000, 20000, 30000 in the MoveRect fields. The looping sound will fade in and out as it cycles between "on" and "off".

Note that the random time range values are completely optional.

16.49 Wapworld Print Feature

Printing a "plane" (aka "layer") to a bitmap file is now supported! Ctrl+P (or "File | Print To Bitmap") will now bring up a dialog where you can enter the bitmap filename, choose the scale value (100%, 50%, 25%, or 12%) and specify whether or not you want the objects printed as well.

The current plane/layer is then dumped (in it's entirety) to the specified file and you can then use your favorite paint program to view and/or print it.

For the Claw levels, I would suggest only using scale values of 25% or 12%. Bigger values make such a huge bitmap that most paint programs will probably choke trying to load them.

This will hopefully be a VERY useful feature for analyzing the levels for playability stuff and overall layout design.

16.50 New buttons for Rect Values in Wapworld

There are now buttons for setting the shift-click coordinates for all of the rect values in the "Rects" sub-dialog for an object.

It works just like it does for the xMin/xMax and yMin/yMax stuff. The button labeled "X" sets the left and right fields. The button labeled "Y" sets the top and bottom fields.

Just go to the "Rects" dialog and it should all make sense. Enjoy!   :)

16.51 16-bit Auto Switching

I am enhancing Claw so that if you try to switch 16-bit mode but it can't find the rez file (for example you played in 16-bit with the CD, then you take the CD out and re-run Claw) it will automatically switch back to the 8-bit rez file.

Since we kind of do this "behind-the-scenes" should we maybe display a little piece of text in the bottom right corner of the menu that says "16-bit color" (or "Hi Color"). ???