

Götterdämmerung RPG
Manual

GÖTTERDÄMMERUNG

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Introduction

A world destroyed by nuclear war...

A conspiracy to free mankind by all means necessary...

A young farmboy trying to avenge his father's death...

A mysterious amulet that may be the key to many secrets...

A guitarist in search of the greatest song in the world...

In the year 2012, a series of unexplained terrorist attacks pushes the world into nuclear war; civilization as we know it is completely destroyed. The war's few survivors gather in small villages and struggle against famine and disease. In the following decades, six charismatic leaders appear in various parts of the globe and begin shaping new civilizations from the ruins. It does not take long before these new empires start to fight among each other, and new wars break out.

Slowly, gradually, the new empires learn to live with each other; today, one hundred years after the nuclear war, the world lives in a fragile peace. In the trading post of Dikea, on the southern border of the Sahara desert, a young boy grows up in a peaceful culture of farmers who shun any technology that is not absolutely necessary for growing crops. When a mysterious flying object falls into his father's cabbage patch, his life is suddenly about to become a lot more interesting...

Welcome to **Götterdämmerung RPG**! This manual will teach you the basics of playing the game, as well as giving you some background information on the game world in the "*Tribes of Götterdämmerung*" sections. You will also find a walkthrough for the starting city that will make your first steps in the game a bit easier.

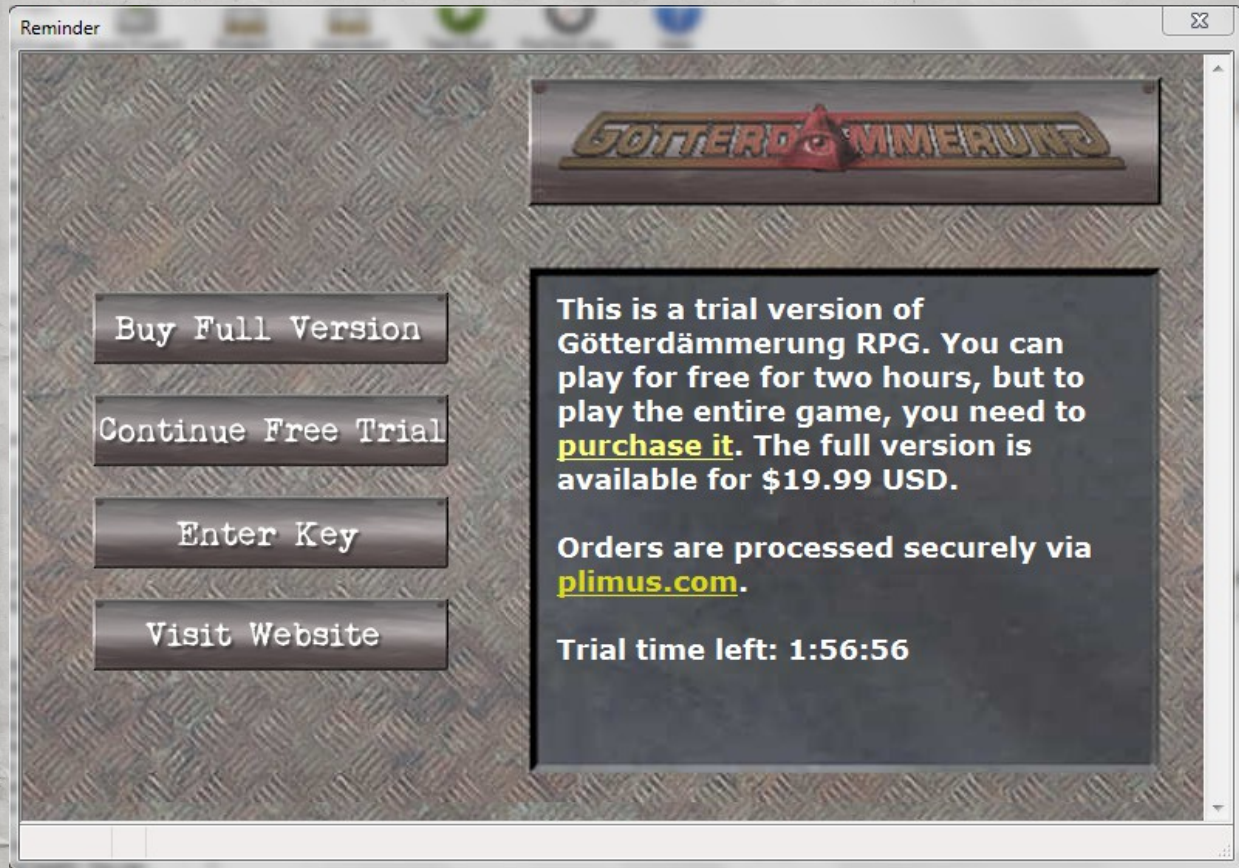
If you've been playing the Demo:

You can continue playing from your saved games from demo versions 1.4 and 1.5 - savegames from earlier versions of the demo are no longer compatible with the full version.

The first time you start the game, it will automatically check for savegames that can be imported. If you have installed both demo versions 1.4 and 1.5, you will be able to select which savegames to import.

If for some reason you would like to re-import your demo savegames at a later time, use Windows Explorer to navigate to your user application folder (by default, this will be located at C:\Documents and Settings\<YOUR_USERNAME>\Application Data in Windows XP and C:\Users\<YOUR_USERNAME>\Appdata\Roaming in Windows 7), open the folder called GD_RPG and delete the file "checkedforsavegames.txt".

Once you start the game, you will be presented with a reminder window:



Clicking on **"Continue Free Trial"** will start the game. The game will let you play for free for up to 2 hours; after that time, the game will close, and you will not be able to restart it until you enter a license key. You can see your remaining time in the lower right.

Once the trial time is over, you will have to click on **"Buy Full Version"** before being able to continue playing. This takes you to our shop on <http://plimus.com>, where you'll be able to purchase a license key securely.

Once you have purchased a license, you will receive an email with your license information. Click on **"Enter Key"** to enter your name (exactly as written in the email) and your license key. Once your license has been entered successfully, you'll be able to continue playing for an unlimited time.

Clicking on **"Visit Website"** will take you to our website at <http://defaultgames.de>.

The tribes of Götterdämmerung: Settlers



After devastating nuclear strikes had destroyed most major cities and killed off most of the population, Africa's countries crumbled and its remaining inhabitants chose to live the life of their ancestors – gathering in small villages far away from the old cities, tilling the soil, hunting in the forests. But radiation had contaminated Africa's once fertile soils, and Death continued to walk among them.

When a stranger came from the North, the situation changed. He gave them hope and showed them how to grow plants in the barren soil. He also told them of a savior who would come one day, and of the angry gods who punished humankind with fire. His name was Dev Dey, and he led the settlements through hard times and helped them flourish again. Today, his name is a part of many songs and legends.

"Before the Gods turned away from us, THEY punished our arrogance with the white light THEY poured from the sky.

THEY burned our skin and made our eyes turn blind.

THEY built a monument from formless darkness. This reminder of our unworthiness stands tall in the lands of eternal purity.

So clean yourselves daily to become pure again, and bow your heads in humility.

The world was dying. Yet while it withered away, it gave birth to new life. And we are the Keepers of this new life. Be aware of your responsibilities.

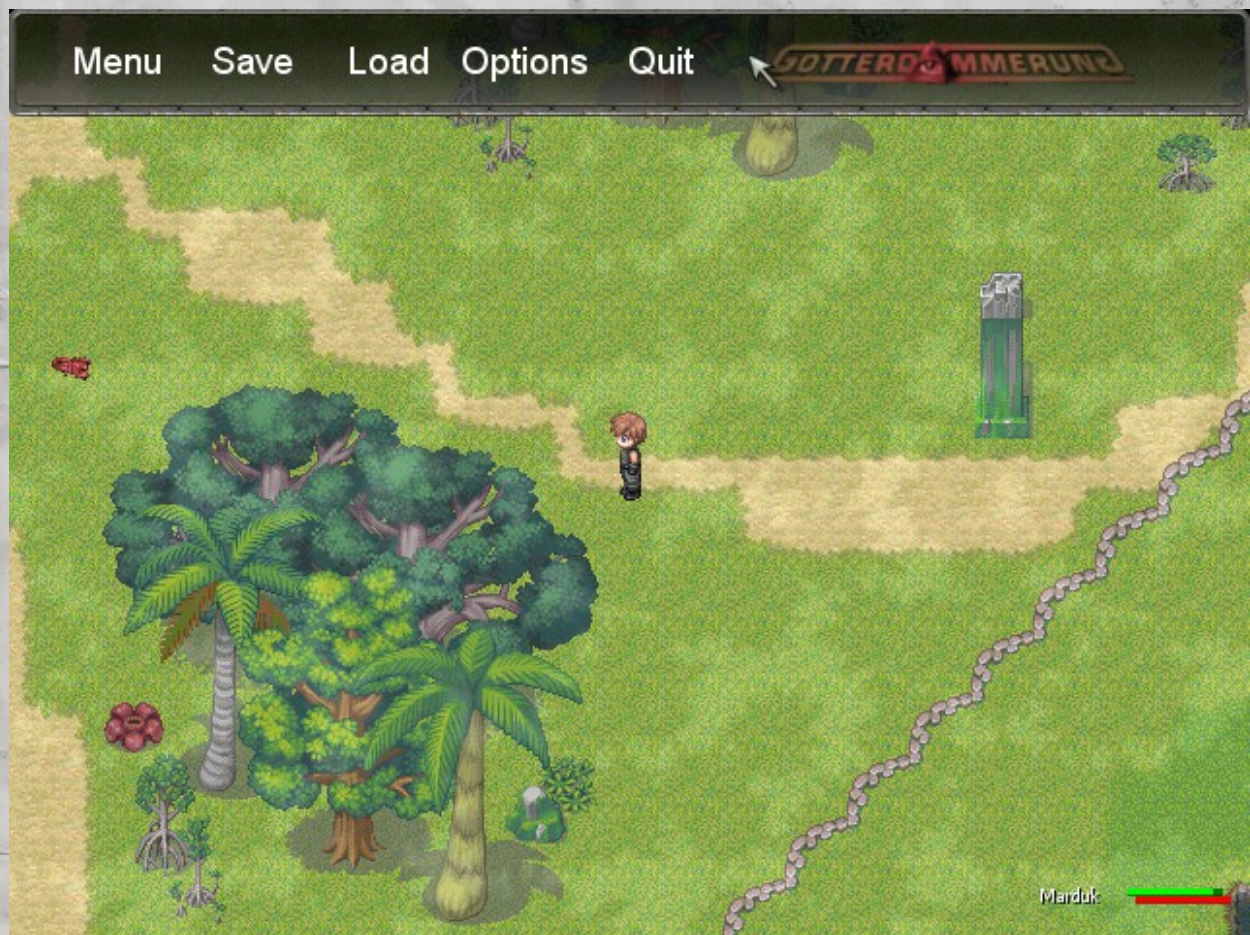
- from Dev Dey's last speech to his people

The way of the Settlers is one of contemplation, of arts and craftsmanship rather than one of brute force – yet when forced to fight, they are well able to defend themselves.

How to play: the basics

Once you have selected the “New Game” option from the main menu, you will be able to select a difficulty level – this cannot be changed after you have started playing. You can now decide whether you want to play the tutorial or jump right in and start playing for real – if you've never played a 2D RPG before, the tutorial will explain all the basic concepts.

The game can be played using either the keyboard or the mouse. With the keyboard, use the **arrow keys** to move around, the **space bar** or the **enter key** to interact with people or objects, and the **ESC key** to open the main menu or to cancel from menus. With the mouse, just click on the map to move around and click on objects to interact with them. Right-clicking anywhere will open the main menu or cancel from menus. Moving the mouse to the top of the screen will open a quick access menu:



The mouse pointer will change if you hover over something you can use or look at – this can give you important hints on what to do.

The mouse will be deactivated during certain minigames – during these, the mouse pointer will be invisible. The mouse pointer will also fade out if you don't move the mouse for a couple of seconds. To make it reappear, just move the mouse.

All keyboard button mappings can be changed at any time by pressing the **F1 key**.

The Main Menu



On the right side, you can see all members of your party and their most important stats. You will be able to recruit up to 4 members to your party– eventually you may be forced to decide whom you want to take along, which may drastically change the story from that point on.

For each party member, you can see the following information:

LV (Level): The level influences how strong and powerful a character is and which special skills he has available.

Next: This shows the number of experience points needed for levelling up to the next level. For more details on levelling up and experience, see the section “*battles and experience*” below.

HP (Hitpoints): Hitpoints indicate how healthy a character is. These will decrease during battles or when a character is poisoned. To restore hitpoints, use food or medicine or have your characters sleep at an inn. Once the hitpoints drop to zero, the character will be knocked out. Other characters may be able to revive a knocked-out character, but if all characters are knocked out, the game is over.

SP (Skill Points): These are used up when using special skills. Skill points can be restored by consuming certain types of medicine or by sleeping at inns.

The main menu options

Item

This gives you access to your inventory of items – see the section “*items and equipment*” below for details.

Skills

This will give you an overview of a character's skills and their cost (select a character from the right menu after selecting “Skills”). Most skills can only be used in battle, but some characters have healing skills or other, more specialized support skills that can also be used from the menu.

Equip

This is where you equip your characters with weapons and armor – see the section “*items and equipment*” below for details.

Status

This will give you a more detailed overview of a character's status – you can see their attack and defense values, their currently equipped gear, and their values for strength, intelligence, dexterity and agility. All of these values will affect a character's effectiveness in battle – strength mainly influences their weapon attack, intelligence influences skill attacks, dexterity and agility interact for the character's chance to score a critical hit and to evade an enemy attack. These values also influence the order in which characters attack during battle.

Select Leader

This option allows you to select a leader for your party. This will not affect the game in any way – the leader is simply the character whose graphic you will see while moving around on the map. You cannot select a knocked-out character as your leader – if your current leader is knocked out in battle, the game will automatically make the next character in the list the leader.

Quests

This opens up a list of active quests – these are the things you have to do to advance through the game's story. You will hear a little flourish sound when someone you talked to gives you a quest and a guitar riff when completing a quest. Completed quests are automatically removed from the list. If you're stuck or have forgotten what to do next, check the quest list to get you back on track.

Highscores

You will find a number of minigames scattered around the world. In some of them, you will be able to get a score – your highscores for all of these minigames will appear in this list so you can brag to your friends. You may also find certain collectible items hidden in the game world – these will also appear in the highscores list.

Save and Load

These options will open up a file dialog for, well, saving your game and loading saved games. Saving and loading may be disabled during certain minigames. You can keep up to 4 different savegames. The game will also autosave your progress each time you access a new area. The load menu will be inaccessible if there are no savegames to load.

Options

This will open up a menu where you can switch between windowed mode and fullscreen, and turn sound and music on and off.

Quit

This lets you go back to the main menu or completely quit the game.

Back to game

This exits from the menu and returns you to the map. You can also press ESC or click the right mouse button to get back to the game.

Below the menu options, you can see how long you have played and how much money you currently have.

The tribes of Götterdämmerung: Marauders



In the vast expanses of the Sahara desert, pillagers and bandits moved around in small groups, taking whatever they needed from villagers and caravans unlucky enough to cross their path. Wherever they came, they took able craftsmen and beautiful women as slaves and forced them to work for their captors in various ways. As time passed, these small groups started to assemble in larger clans that fought amongst each other over water, food and fuel for their vehicles.

When the first Caliph, Walid Ibn al-Tagin, united the clans under his rule, the Marauders' society started to show first semblances of discipline and order. The unified clans established a council of six of their mightiest warlords that answers directly to the Caliph and carries out his orders. Yet the barbaric ways of their past still carry much sway in their daily life, and violence, backstabbing and vicious plots are still very much the order of the day in their political life. The current Caliph, Muhammed Al'Quin, has risen to his position through ruthlessness and brutality; years of wealth and idleness have made him fat and slow. He manages to hold on to his power through the fanatical devotion of his troops.

"WE WERE WEAK. WE WERE SEPARATED BY THE WINDS. THEN CAME THE RULER, IBN AL-TAGIN, THE GREAT ONE, THE EXALTED ONE. HE UNITED US. HE GAVE US POWER. HE PREPARES US FOR THE ULTIMATE FIGHT. HE PREPARES US AGAINST THE MOTHER OF ALL EVIL."

- Legend of the Marauders

Over time, the Caliph's city has become the heart of the Marauders' society, and this is also their weakest point – for while the city's defenses are formidable, it holds not only the head of their administration, but it also serves as their central depot for food and fuel. Marauder bands often come to the city after their raids to revel in their victories, to drink away their loot and to visit the city's many brothels. To retain a semblance of control over the city's population, the Caliph decreed that nobody inside the city walls shall be allowed to carry firearms, with the exception of the city guards who have the duty of keeping up law and order with every means necessary. Even though firearms are illegal, no one in the city leaves his house unarmed.

"HERE SHE LIES, LIKE A RAW DIAMOND. WE WILL SHAPE HER, WE WILL GIVE HER NEW VALUE. SHE SHALL BE OUR STRONGHOLD."

- Ibn al-Tagin's words before capturing his city

The Caliph and the council reside in an old palace where all pleasures known to man can be found in abundance. The palace is guarded by the Caliph's best and most loyal troops.

How to play: battles and experience

Moving around in towns is generally safe, but the countryside will be infested with various enemies. Walking up to and touching an enemy will automatically trigger a battle. For some enemies, you will be presented with a choice of whether you want to fight or try to run away – if that happens, you can be reasonably sure that you are facing a boss enemy (bosses are much stronger than normal enemies and usually guard special items or entrances to important areas). Make sure to heal your party before facing a boss enemy.

Battles are turn-based, meaning you first have to decide on an action for each of your characters, then each action is played out in turn. The order in which your characters and enemies attack is determined by their respective intelligence and agility.



Each character has a choice of fighting, using a skill, defending, or using an item.

Below the menu, you can see the character's hitpoints and skill points. Below that, you may see some icons indicating a character's state – more on states below.

The battle options

Fight - This will attack an enemy with the weapon currently equipped. Some enemies may wear special armor that renders them more or less immune against physical attacks.

Skill - This will allow you to select one of your character's special skills. The characters in your party will have wildly different skill sets – some will have strong attack skills, others will be able to confuse, enrage or shock enemies, others will have a selection of healing skills. As with physical attacks, some enemies may be immune to skill attacks, or only immune against certain types of skills. Sometimes you will have to experiment a bit to find a combination of skills and attacks that works against a certain type of enemy.

Defend - A defending character will do nothing at all for that turn. All damage he receives will be reduced by half. This is useful if an enemy is immune against everything a certain character can do and you don't want to use up any items.

Item - This opens a list of items – you can heal your characters during battle by consuming food or medicine, throw grenades or other attack items at an enemy, or use special medicine items to revive knocked-out friends.

States

Some of your characters' special skills will inflict a state on an enemy, as will some rare weapons. Conversely, certain enemies are able to inflict states on your characters. Knowing and understanding the effects of states and knowing how to defend against them is essential for surviving battles. Some of the states you will encounter are:

Poisoned – a poisoned character or enemy will slowly take damage until they eventually die if left untreated.

Enraged – enraged enemies will blindly attack without thinking about what they are doing. Thus, both their attack and defense values are lowered considerably.

Confused – enemies or characters in this state are unable to distinguish between friend and foe and will attack whoever is near them.

You will encounter many more states over the course of the game. Most of them will only affect your characters during battle and will be automatically removed after a battle is finished, but some (like the “poisoned” state) will have long-lasting effects if left unchecked.

Vehicle combat

In certain areas of the world, you will encounter enemies using a variety of vehicles. Armored cars and tanks are generally much stronger than wild animals or foot soldiers – although most can be defeated on foot if you know their weaknesses, in general it might be a better idea to look for a vehicle for yourself.

During vehicle combat, you cannot use your characters' special skills. Most vehicles will have some skills of their own, however – either a secondary weapon that works differently than the vehicle's main weapon, or certain special driving maneuvers like ramming enemies.

While in a vehicle, you will be unable to use items during battle – after all, it would be difficult to repair a tank by giving it a sandwich to eat.

You can only exit from a vehicle at certain parking spots. Once dismounted, you are able to repair a vehicle for a small amount of skill points.

Treasure and experience

After you have won a battle, you will see a screen showing you how much money and experience you have gained and what treasure (if any) you have found on the defeated enemies.

Fighting against enemies is your main source of income, and you will need a fair amount of money to buy food and equipment – if you're low on cash, head to the next wilderness area and find some wildlife or bandits to fill your coffers.

Some enemies may drop various kinds of treasure after being defeated – sometimes you will find food or weapons, some animals may have skins or claws that can be collected and sold at the nearest shop. Some enemies may also guard special one-of-a-kind items that confer special abilities on your characters.

After each battle, you will gain a certain amount of experience – this is important as it allows your characters to level up, making them stronger and more powerful. With each gained level, a character's hitpoints, skill points and other stats (strength, intelligence etc) will increase. At certain levels, characters will automatically learn new skills – the game will inform you about this by popping up a window showing the new skill. A knocked-out character will receive no experience points, so try to keep everyone alive if possible. During vehicle combat, the experience points will be awarded to all party members in the vehicle (as long as they're alive) – it is not possible to level up vehicles.

If you play on easy difficulty, a character will be healed completely when levelling up.

The tribes of Götterdämmerung: Cave Dwellers



The Cave Dwellers' history is interwoven with the story of Emer the Black, Asia's legendary pirate.

Emer first gained notoriety by capturing a Chinese icebreaker and convincing its crew to accept him as their leader. In the following years, his ship was often seen in the North Pacific Sea from the Bering Strait to Hawaii, menacing passing ships and giving them the choice of being sunk or following him. His navy soon consisted of dozens of ships, operating from a hidden base somewhere on the Chinese coast.

Near this port, Emer built a stronghold in an abandoned sulphur mine. He had himself declared emperor and ordered his workers to dig deeper and deeper into the ground to expand his underground empire. A vast network of tunnels was created, many miles long, connecting halls and caverns where his workers and soldiers lived. Emer never returned to the sea; instead, he had his workers excavate vast underground cities and palaces. He became pale, fat and swollen, his spongy, white skin no longer hiding the veins through which his blood pulsated. Emer sent his underlings on raids to the surface, where they looked for tools, supplies and prisoners. Those of the prisoners that were not fit for any work were given to the workers as food. Thus the Cave Dwellers' nation grew before the Day of the Wind.

"EACH WEEK, WE SHALL CELEBRATE THE FEAST. ON THIS DAY, WE ALL ARE EQUAL. THE WORKERS, THE SOLDIERS, THE OFFICIALS. ON THIS DAY, WE SHALL RECEIVE OUR PRESENTS FROM THE EMPEROR."

- Cave Dwellers' daily prayer

When America's rockets struck China, the hour of the Cave Dwellers had come. Many of the survivors of the nuclear strikes joined Emer's empire. The immense influx of workers and soldiers let the Empire grow beyond the wildest imagination, and soon it reached from the Gobi desert to Vietnam, from Persia to Japan. By that time, Emer had fathered a number of sons and daughters who along with their various mothers formed the Royal Family. Emer was rarely seen by anyone outside of his family, exerting his power through members of the Family. An incestuous breeding program decreed by the emperor started to weaken both the Royal Family and the workers, and it was constantly attempted to inject fresh blood into the Cave Dwellers' limited gene pool.

The Royal Family, Rit-Min, has become a rotten nest of schemes, hatred, violence and constant fear of the mysterious Visors. Emer himself has receded into the innermost sanctum of his underground palace to further his genetic studies and has by all accounts disappeared completely. There are rumours of screams that echo through the hallways of the palace, and of workers who went near the palace only to disappear without a trace.

The tribes of Götterdämmerung: Cave Dwellers

These days, actual government duties are carried out by a secretive cast of officials who call themselves "Sons of Heaven". They carry out the necessary expansions of the underground cities and work on plans for the invasions of the territories to the North and to the West; however, they rarely act in unison and lack the authority to carry through their ambitious schemes.

The army's ranks are filled through an extensive breeding program that tries to combine the best genes from the strongest workers and the most intelligent officials. The "Sons of Light" are the elite of the army; they guard the empire's entrances on the surface and the gates of the underground palace. Some have said that these soldiers are no longer human but are genetically bred fighting machines. In contrast to the regular soldiers, these deadly fighters wear precious armor reminiscent of more glorious times in China's past.

"OUR LIFE IS NOTHING. THE COMMUNITY IS EVERYTHING. AND OUR COMMUNITY MUST BE GUARDED FROM THE LIGHT."

- Oath of the "Sons of Light"

The working class is generally content with their fate – which is not entirely without a reason, since their food contains additives designed to reduce all functions of the brain that are not absolutely necessary for their work. Most workers are no longer able to express their thoughts in spoken words – if they have any thoughts of their own at all.

How to play: items and equipment

Items

Selecting “Item” from the main menu will bring up your inventory of items:



The top bar will always contain a description of the item currently selected. Items that appear in white in the inventory list can be used. Consuming food or medicine items will restore a certain amount of hitpoints or skill points (the amount will appear in the top bar). Some other items may be inspected more closely by using them.

Items will always be sorted by category, then by price. The item list you can access during battle and the list of objects you can buy or sell in shops will use the same sort order as the inventory so you can quickly find what you're looking for. During battle, the item list will only show items that can actually be used during battle; in shops, the “sell items” list will only show items you can actually sell (there are a number of unique items you need for finishing quests, these cannot be sold. Be careful, however: unique weapons and armor items that are not needed for solving quests can be sold. You can usually make serious amounts of money selling them, but the unique item will be gone forever after being sold).

Pressing “F” on the keyboard or clicking on the pane in the lower left will bring up a filter selection:



From here, you can select which types of items to display – this is especially useful later in the game when you're carrying around lots of stuff from all over the world. Pressing “A” will select or deselect all item categories at once, pressing “S” will show you only items than can currently be used (making it easier to find your maps between your other belongings, or to recognize quest items you can interact with in some way).

Food

Food items restore hitpoints. Some will also restore a small amount of skill points. Most food items will heal one character, but you will also find items that will heal the entire party. Food can be used from the main menu or during battle.

Medicine

Medicine items will either restore skill points, act as an antidote for poison, or revive knocked-out party members. Like food, medicine can be used from the menu or during battle.

Attack items

Things you can throw or shoot at enemies, like grenades, poison flasks, etc. Many of these will inflict states on enemies (see the section "*battles and experience*" above for an explanation of states). Attack items can only be used during battle.

Maps and letters

You will occasionally be able to buy maps of cities or wilderness areas – these can be very useful for finding shortcuts or hidden areas. Maps can only be used from the main menu.

Guitars

Sooner or later, you may be able to recruit someone to your party who can play the guitar. You will be able to buy (or find) a number of different guitars – these influence the guitar player's abilities. You can have the character equip guitars by using them from the items menu. Guitars can only be equipped from the main menu – once you've entered a battle, you'll have to finish it with whichever guitar you have currently equipped.

Weapons and armor

Weapons and armor can only be looked at from the items menu – to use them, use the "Equip" option from the main menu. For more details about equipping weapons and armor, see the next page.

Quest items

These are items you need to solve quests – objects you need to bring to someone, or objects you have found hidden somewhere. These items usually cannot be sold in shops. In general, quest items cannot be used, but there may be a few that can be inspected more closely.

Treasure

Treasure can be found on certain enemies after battles – many animals have skins or claws that can be collected and sold in shops for decent amounts of money. In general, there's no reason to hold on to treasure items – just sell them at the nearest shop to get some cash. Occasionally, you might meet a collector who is looking for a certain number of some treasure item for one reason or the other, so have a look around before selling everything you've found.

Equipment

Selecting "Equip" from the main menu will bring up the equipment dialog for a character:



You can cycle through your party members with the left and right arrow keys. Selecting a weapon or armor slot allows you to equip a different weapon or armor item, or to remove the item currently worn. Not all characters can equip all weapons or armor items.

On the left pane, you can see at a glance how a new armor/weapon influences the character's stats: the left column shows the current attack and defense stats, the right column shows the new value after equipping the item. Yellow numbers mean the new value is higher, red numbers mean it's lower than before.

Many weapons and armor items will confer hidden bonuses on the wearer – if you find an accessory item that seems useless at first glance, experiment a bit and try finding out what it protects against before dismissing it.

While a character has a gun equipped, he may equip special types of ammo as an accessory. Ammo is automatically unequipped if you equip a non-gun weapon.

"What, then, is the duty of the New People's Army? There can only be one answer to this question: the reinstatement of the Soviet system in order to bring the blessings of communism to all the peoples of the earth and to free them from their oppressors. There can only be one way to go to achieve this noble goal: The way of austerity, of discipline and of fighting."

- from the "Manual for the NPA Pilot", Novaja Moskva, 2103



During the Cold War, the vast expanses of the Siberian steppe were sprinkled with hidden military bases which were perfectly defended against attacks of any kind – be it with conventional, chemical or nuclear weapons. Many of these bases continued to exist after the Soviet Union had fallen, and the soldiers stationed there were among the few survivors of the nuclear inferno that followed the American-Chinese war. Cut off from the outside world, without supply shipments or orders from the capital, those lonely enclaves barely scraped along in the ice-cold winters after the war. Soon there were conflicts between neighboring bases – raids on supply and munitions depots, struggles over the few tiny spots of arable land, conflicts between higher-ranking officers and their former subordinates were the basis for bitter, vicious wars among the former brothers.

Through brilliant tactical maneuvers and some diplomatic cunning, Vladimir Solokov, a former brigadier general, managed to unite several of these military bases under his command and to establish a solid foundation of power from where he soon was able to control all of Siberia. Solokov, a devoted communist with a mysterious past, created the "New People's Army", a movement which aims at re-establishing the glorious Soviet Union and bringing Stalinist communism to all the people of the world.

Solokov soon realized that due to the enormous distances his army would have to cover and due to the emptiness of the lands to conquer, his most effective weapon would be a fast, strong air force; thus, the bulk of the NPA is made up of air force regiments. Therefore, neighboring tribes who usually do not care too much about ideological subtleties simply call the NPA "the pilots".

It is a sign of a certain bitter sense of humor that Solokov tried to establish a connection with the Soviet Empire's golden past not only ideologically, but also aesthetically – most equipment, vehicles and planes used by the NPA are heavily modified models from the Korean and Vietnam Wars.

How to play: general tips and strategies

- * Talk to everyone you meet – even if they don't give you a new quest, they might still give you some important hints on where to go and what to do.
- * Explore all maps carefully – there are hidden chests and other treasure items in many locations.
- * If you're stuck and don't know what to do next, try talking to people you already talked to – they might give you some new information.
- * If the enemies in the current area are too hard, consider backtracking to a previous area and fighting easier enemies until you have levelled up a bit. You should also always buy improved weapons and armor as soon as possible – this makes a huge difference in your fighting strength.
- * Some enemies will be immune to certain skills and effects, but they might also have some weaknesses against other skills. If you cannot beat an enemy, experiment a bit, especially with Sheena's state effects.
- * Once you've advanced a bit in the game, you will be able to use teleports to quickly move between major cities. This can save a lot of time, but you won't earn any money or experience from battles this way.
- * Many of the accessory items you can equip will have hidden effects on your stats.
- * Dave can equip various guitars from the items menu. These will have a huge effect on the effectiveness of his skills, but all the guitars have their strengths and weaknesses – a more advanced, more expensive guitar will not always be better for all skills. You'll have to experiment to find a guitar that suits your playing style.
- * If you're completely stuck, visit the forum at <http://defaultgames.de> – we are always available to help you. You can also find video walkthroughs for the trickier puzzles on our youtube channel at <http://www.youtube.com/user/defaultgamesdotde>

"In those frosty days before the Order of the Electron was established by His divine grace Leo, chaos reigned over the land – the same chaos we are destined to fight with our lives. In our days, His holiness, archdeacon Michael, rules His allotted land with His loving hand, and under His inspired guidance we will continue to stem the advance of our dread enemies. Since that blessed day when our divine Leo established our noble order and threw back the invaders from the East, fourscore and ten years have passed, and only our oldest remember times when we lived in open cities and the Holy Electricity served our needs. Today we stand upon our mighty fortresses of stone and gaze upon the lands below, and we see our proud banner wave in every village as far as the eye can see. Our castle Stromfels stands strong upon the rocks, and it shall remain the inner sanctum of the Order of the Electron, as our founder, His divine grace Leo, has decreed, now and ever on, and never shall it fall to our enemies."

- from the "History of St. Michael"



When the floodwaters had receded from the plains of Germany, the whole extent of the damage could be seen: the forests, the fertile countryside, the beautiful old cities were gone, replaced by endless swamps – the only survivors were those who had fled to the mountains before the waters rose. They gathered in the only buildings that had weathered the disaster – Germany's medieval castles, perched high atop the mountains throughout the land. Yet those who had managed to survive had to face another danger: rebellions throughout Russia and Eastern Europe had led to the formation of marauding armies which ravaged the German countryside, looking for food, weapons and everything else they could carry away. The defenders in their castles fought a desperate battle – many of them died, not only in the battles, but also of hunger and of diseases that spread like wildfire in the swamps.

The tide finally turned when a priest who is only known as Leo organized the resistance on a larger scale and showed the survivors how to harness the powers of electricity to build mighty weapons with which to repel the invaders.

Leo instated a religious order to keep control over the scattered castles and established a feudal system through which he granted the more able of the survivors the power to rule a castle and the surrounding land, but also made them responsible for rebuilding the countryside and defending their castle. Over time, the order transformed from its Christian origins to one idolizing electricity in its many applications – no doubt in memory of the devastating effect Leo's electrical inventions had had on the invaders from the East.

"Zereby the Duke of Speyr lends his faithfull and valiant servant, the venerable Subert von Gibern, the landes and the castles on the Rhine for his safekeeping and protection. He may so collect his due part of all that is produced by the cities, the villages and hamlets which are so located along the mighty river (with the exception of Speyr itself, which the Duke herewith reserves for his own needes), and he may procede with the landes and the peasants as he sees best fit his needes, as shall his sons and their sons, for all tyme on from now."

- from the Treaty of the Rhine

The Order of the Electron today holds a firm grip on Central Europe – their sphere of influence ranges from former France to the plains of Hungary and Poland, but the center of their power remains in Germany. Through ingenious applications of electricity, they have managed to create a culture that is at the same time medieval and technologically advanced. Their arsenal of high-powered weaponry makes them certain victors in any conflict with neighboring tribes – the only opponent they fear are the mysterious Visors, for whose technological superiority they show a certain, almost religious reverence.

Walkthrough

Once the opening credits have rolled through, wait for your father to call you. Climb down the ladder to meet your father. He will tell you something about a strange object crashing into the cabbage patch; Marduk will not believe him but agrees to check out the cabbage patch.

Enter the house your father is standing in front of (yes, this is your house). You will find a hammer in the chest to the left; you will need to take it with you as Marduk will refuse to leave the village without a weapon. Remember that weapons need to be equipped in the menu before they can be used; without your hammer equipped, even the most basic enemies will be almost impossible to beat. You can also sleep for free in your bed; this completely heals you and restores your skill points (remember this once you start exploring the jungle).

Leave the house and go down. The mysterious hooded guy will ask you if you are looking for something. You are not (yet), so leave him be for the moment. The first house to the right contains your first quest: the herbalist is preparing a powerful poison and needs your help with finding enough scorpion stingers. You will find scorpion stingers in the jungle, but it will be a while before you can go there. The little flourish sound, by the way, is a notification that you just received a new quest. You can check on your quests in the menu, where (for this specific quest) you will also see how many more stingers you need to bring the herbalist. On the town square, you meet the carpenter who tells you he has lost his teddy bear in the jungle. Now you have two things to find in the jungle, but Marduk will not leave the village yet as his father has told him to check the cabbage patch first.

The cabbage patch is on the eastern (right) edge of town; the entrance is the gate behind the locked house. But alas, the gate is also locked; head back to your father to ask him for the key. Your father will brusquely tell you that you must have mislaid the key. You can check your house for the key, but it's nowhere to be found. Now, where could it be? Remember someone asking you whether you are looking for something? Head back to the hooded stranger and ask him about the key. He has apparently stolen it, but he will give it back if you get him something from the storage cave. Head there (it's on the northern edge of town, next to the water basin) to find a chest that apparently contains the mysterious stranger's object, but alas, it is also locked. Now it's time to head to the inn where you will witness the town drunkard telling a wild story about robots and flying things. Once he finished talking, you can enter the inn's basement from the kitchen and find a lockpick you can use to open the chest in the storage cave. You can also talk to the other guests in the inn to learn a bit more about the background story. Head back to the cave and open the chest to find...a rhino horn? Give it to the hooded stranger to receive your key.

Now you can finally enter the cabbage patch. Inside the strange crashed object, you will find an even stranger amulet that hums whenever you touch it. You can use the amulet from the items menu to see it up close, but it will be quite a while before you find out what it can be used for. For now, head back to your father and show him the amulet. He will tell you to go to Nibiru and show the amulet to someone called Annuna. You can talk again to your father to ask him where and who that is, although your father will naturally assume that you know that already.

Now you will finally be able to leave town and enter the jungle. From here on out, you will be on your own – have fun exploring the game world, and visit the forum at <http://defaultgames.de> if you are stuck and need help with something.

The tribes of Götterdämmerung: Visors

"We will conquer the ether. We are energy. We will prevail."

- War chant of the Silfari battalion



Not much is known about the secretive tribe known as the Visors; about the only thing that can be said for sure is that everyone is terribly afraid of them. Few who have met them have lived to tell the tale; those who escaped told confused stories of machine-beings, bearing only the faintest traits of having maybe once been humans. There are rumors of a city of the Visors which is said to be called "New Mankind" and which is supposedly located somewhere in the icy desert of the Northern polar region. How the Visors manage to survive in this hostile environment is unknown – as are their origins, their history and their goals.

Credits

Götterdämmerung RPG

A game by default games

Made using RPG Maker XP by Enterbrain Software

Story, Mapping and Scripting: Sven Schwarz

Background story: Sven Schwarz, based on ideas by Fabian Hofmann, Sascha Lautenschläger and Andreas Oguz

Graphics:

Main graphics artist: Sven Schwarz

Basic car sprite by Dave Hill

Faceset and status backdrops by Andrea Christen

Newspaper clippings and letters by Fabian Hofmann

Götterdämmerung logo by Günther Sonnleitner

LCD Solid font by LCD Solid

Gunny Handwriting font by Vit Condak

My Underwood font by Tension Type

Music:

Title theme and teleport theme: Moreno Music

Desert/Marauders theme, End Credits theme, Pyramid theme, Caliph theme, Balkan theme and all bar music: Portinari

Zeppelin, Worldmap and Mendelsson themes: Fastmono

Indian Composer's piano music: Excerpt from "Aida" by Giuseppe Verdi, performed by Markus Elsner

Murder Mansion Music: Waltz in C sharp minor Opus 64 by Frédéric Chopin, performed by Dmitriy Lukyanov (licensed through shockwave-sounds.com)

Sbrodj theme: "Amazing Plan" by Kevin MacLeod (<http://incompetech.com>)

Stromfels beer tent music: "Semper Fidelis" by John Philip Sousa, public domain recording by the United States Marine Corps Band

Everything else written and performed by Sven Schwarz

Scripting:

All Scripting by Sven Schwarz, except:

- Mouse system based on Mousie by DerVVulfman
- Pathing by NearFantastica

Beta testers:

Véronique Bry, rosebroken, Kirroha, Don Josh, Bleusilences, zenla

