Story

Loved by many...feared by all. Captain Claw, surveyor of the 7 seas, is perhaps the greatest pirate ever to grace the Animalian Lore Realms. His courage? Legendary. His followers? Loyal to the death. His claws? Well, let's just say that more than a few sailors have permanent reminders of their razor-sharp tips.

The Proclamation

Several years ago a proclamation, signed by the King, was issued to the realm. This proclamation read:

For numerous crimes against the Realm, and for the repeated destruction and theft of the property of the Cocker Spaniard Kingdom, and for a complete and utter disregard for the authority of the Crown, a bounty in the amount of 1,000,000 gold pieces is hereby issued for the capture, dead or alive, of Captain Nathaniel J. Claw, dreaded pirate, enemy of the Realm, and known scallywag.

Because of this proclamation, every bounty hunter and magistrate in the Realm has sought to capture the elusive Captain Claw. Many have tried to capture this infamous pirate, but none have succeeded—until now. Claw's ship is overtaken on the high-seas by Captain Le Rauxe, a high-ranking officer in the King's service and a pompous and unscrupulous dog. Subsequently, Claw's ship is scuttled, and Claw and his crew are captured and taken to La Roca, a prison run by the Cocker Spaniards. While imprisoned Claw discovers a letter written by Edward Tobin, a former prisoner executed for crimes against the Crown. Tobin's letter tells of the existence of the Amulet of Nine Lives—a mystical amulet that, according to myth, provides the wearer with near immortality. With his strength and hope renewed by the promise of adventure, Claw breaks out of his prison cell and begins a quest to reclaim his crew and locate the remaining gems for the Amulet of Nine Lives. With a million "golden" reasons to separate Claw from his head, every servant of the Realm will be out to stop Claw from completing his quest. If he fights skillfully, Claw may avoid death and uncover the remaining gems for the Amulet of Nine Lives. With enough luck, ultimately Claw may complete his quest and reassemble the powerful Amulet of Nine Lives.

Controls

The controls for Claw are simple and straightforward, allowing you to use the keyboard or a gamepad/joystick to play.   The controls are also customizable to suit individual key-configurations.   To customize the controls, from the **Main Menu** choose **Options…Controls**.

The Default controls are listed on the in-game Help Screen.   To view the in-game Help, hit F1, or choose Help from the Main Menu.

Movement/Action	Joypad	Keyboard
Move Left	Dpad left	Left Arrow
Move Right	Dpad right	Right Arrow
Climb Up	Dpad up	Up Arrow
Climb Down/Duck	Dpad down	Down Arrow
Jump	Button 1	Spacebar
Hand Attack (sword, punch, kick)	Button 2	Ctrl
Throw	Dpad up + Button 2	Ctrl + Up Arrow or Z
Projectile Attack (pistol, magic)	Button 3	Alt
Toggle Projectile Weapon	Button 4	Shift
Increase Play Area		+
Decrease Play Area		-
Screen Shot		Ctrl + D

Quick Menus	Key
In Game Menu (during game)	**ESC**
Help	**F1**
Multiplayer Macro 1	**F2**
Multiplayer Macro 2	**F3**
Multiplayer Macro 3	**F4**
Multiplayer Macro 4	**F5**

Multiplayer Macro 5	**F6**
Multiplayer Macro 6	**F7**
Multiplayer Macro 7	**F8**

For more about Chat macros, see [Multiplayer](#) .

Powerups

Throughout Claw's adventure, you may encounter magical items that rejuvenate Claw and his ammo supplies. There are even some items that may unlock mysterious powers.

Description	Item	Value
Small Med potion		10 health points
Medium Med Potion		15 health points
large Med Potion		25 health points
Misc Food		Varies level to level
White Catnip		Variable time limit
Red Catnip		Variable time limit (longer than white catnip)
Shot		5 shots
Shot bag		10 shots
Dynamite		5 bundles of dynamite
Magic Claw "Glow Ball"		5 Magic Claws
Magic Claw "Starglow Ball"		10 Magic Claws
Extra Life		1-extra life (these are rare!)
Fire Sword		Time-based

Ice Sword   Time-based

Lightning Sword   Time-based

Treasure Items

There is at least 1 of every treasure type in every level—if you can't find it, it may be hidden in an area you have yet to explore. The total number of each treasure type is shown at the end of every level on the "booty screen".

Treasure types and their values are listed below.

100

500

1500

2500

5000

7500

10000

15000

25000

Multiplayer

Claw supports mutliplayer games through IPX over a lan, via modem-to-modem, and through the internet or AOL via Engage (an online gaming service).

IPX/LAN Multiplayer

To play networked Claw on a LAN or via IPX, from the **Main Menu** choose **Multiplayer…Level Racing,** and follow the directions.

Play Claw on Engage!

You can compete with up to 64 players through Engage, an online gaming service.

To play Claw on Engage through the internet, point your browser at http://www.gamesonline.com/claw.html to receive the latest info on playing Claw on Engage.

To play Claw on Engage through AOL, log on to AOL and go to keyword "ENGAGE".

Curses

Curses allow you to affect other players' games during a multiplayer game.   Curses often spell the difference between winning and coming in 2nd, so grabbing the curses can be worthwhile.   However, most curses are placed in "out-of-the-way" or "dangerous" areas, so be careful.

Grabbing a curse does not affect your game, and once a curse has been picked up in a level, that curse disappears for all players.

Ammo curse
All other players lose ammo

Magic curse
All other players lose magic

Health curse
All other players lose health

Death curse
All other players are killed instantly

Treasure curse

All other players lose some treasure

Freeze curse

All other players are frozen for 5 secs

Chat Macros

You can set up custom **Chat Macros** for use during multiplayer games.   This feature is useful for insulting other players, or communicating with another player.

To set up the macros, from the **Main Menu** choose **Multiplayer**…**Edit Macros**.   You can then type any text into the macro field.   Then, during a multiplayer game, simply hit the function key that corresponds to the macro you wish to send, and the text will appear on screen.

NOTE: Macros only work during multiplayer games, and will not display during single player games.

Troubleshooting

Performance Problems
The game runs choppy—**what do I do?**
There are a few things you can try to speed up the performance of the game, especially on an older system.

From the **Main Menu**, choose **Options…Display**.   The display options are available to remove detail levels or effects that are non-necessary.   Try turning 1 or more of these options off.   This should improve the smoothness of the game substantially.

The game installed fine, but when I try to play it, the system locks up.
This may be a problem with a very, very small percentage of video card/processor combinations.

To fix this problem, click the **Advanced** button in the Claw launch box (the dialog box that appears when you autoplay the Claw CD) and check the **Disable direct video access** option.   Checking this option may cause a slight slow down in performance, but it will allow you to continue to play the game.

DirectX
Claw is a Windows 95/DirectX game, which means that you'll need DirectX3a to play Claw.

During installation, you should have been prompted to install DirectX3a.   However, if you have an earlier or later version of DirectX (such as 2 or 5), Claw may not run properly.

To guarantee good performance, be sure to install DirectX3a.   You can reinstall DirectX 3a by reinstalling Claw, choosing **Custom** during the installation, then checking only **DirectX3a**.

Some hardware manufacturers may have newer DirectX certified drivers available through their web sites.   If you are experiencing hardware difficulty (poor video performance, sound problems, etc.), please contact your hardware manufacturer to obtain the most recent drivers before contacting Monolith or Creative for technical support.   Having the most recent drivers will ensure that the problem is not related to DirectX.

DirectX Video Drivers
If you're having trouble with Claw, you may have an outdated video driver. Here's a list of some common video card manufacturers, and their respective web sites. You can download your particular video cards' most recent driver here!

Diamond Multimedia
http://www.diamondmm.com/product-support/driver-index.html

STB
http://www.stb.com/ftp_files/

ATI
http://www.atitech.ca/drivers/drivers.html

Cirrus Logic (links to LOTS of drivers! <they're a chip manufacturer>)
http://www.cirrus.com/support/

Creative Labs
http://www.creativelabs.com

Technical Support
If you experience a problem that's got you stumped, do a few things before contacting tech support.

First check the www.captainclaw.com web page for updates, info and faqs about releases or know problems (if any).

Try to determine if the problem is hardware or software related.   Often times users experience problems with new hardware at the same time they are attempting to install new software.

If you're still stumped, feel free to contact technical support.   Be advised that tech support via email will provide the most detailed and reliable form of support.   Phone support is available, but wait times are very dependent on call volume.

When emailing tech support, please try to be as specific as possible, including all steps necessary to reproduce the problem.   This ensures the most accurate assessment of the problem and allows our technicians to quickly advise you of a solution.

Tech Support Email: 		email **clawsupport@lith.com**
Tech Support Line: 	**425-739-1698**
Hours of Operation: 	**Monday through Friday, 9:00AM to 4:00PM PST**

Credits

Produced by Monolith Productions, Inc. and Takarajimasha

For more information about Monolith Productions and Monolith Studios, check out our award-winning web pages...

www.monolithstudios.com
www.captainclaw.com
www.blood.com
www.lith.com
www.directengine.com

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Anderson McConaughy Design
Illustration: Bill McConaughy/Stephanie Sherwood
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Featuring the Voice Talent of
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John Armstrong
Rick May

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Brian Goble
Jenny Price
Toby Gladwell
Daniel Bernstein
Treena Burton-Bernstein
Traci Timmons
Louis Lujan
And Jason Hall as Red Tail

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Peter Thomas
Mike Shannon

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Wayne Burns

...and everyone at Monolith who helped make this game great!

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RAD Tools

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