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,	Button 2	Ctrl	
kick)			
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 $\underline{\text{Multiplayer}}$.

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	Ī	10 health points		
Medium Med Potion	<u> </u>	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	٠	5 shots		
Shot bag	*	10 shots		
Dynamite	Î	5 bundles of dynamite		
Magic Claw "Glow Ball"	•	5 Magic Claws		
Magic Claw "Starglow	③	10 Magic Claws		
Ball"				
Extra Life	***	1-extra life (these are rare!)		
Fire Sword		Time-based		
	8.00			



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
<i></i> →	500
**	1500
9	2500
***************************************	5000
Jan San San San San San San San San San S	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 <u>www.captainclaw.com</u> 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

Creator/Designer

Garrett Price

Game and Level Design

Bill Vandervoort Chris Hewett Kevin Lambert Matt Wasnick

Lead Engineers

Brian L. Goble John LaCasse

Game Engine and Tools

Brian L. Goble

Game Engineers

Kevin Stephens Greg Kettell

Additional Engineering

Scott Pultz Kevin Lambert Scott Schlegel Bill Brooks Jeremy Blackman

Creative Development

Paul Renault

Art Director

Garrett Price

Artists

Israel Evans

Matt Hayhurst

Garrett Price

Kevin Kilstrom

Brian Waite

Leslie Beaber

Background Artist

Geoff Kaimmer

Lead Animator

Emma Vokurka

Animator

Rebecca Bush

Character Design

Matt Hayhurst

Israel Evans

Garrett Price

Producer

John L. Jack

Audio Director

Daniel Bernstein

Music Composition

Daniel Bernstein

Guy Whitmore

Audio/Video/ADR

James Ackley

Sound Design

Cass Thruston

James Ackley

Guy Whitmore

Jason Hall

Daniel Bernstein

Palette Creation

Spencer "MrElite" Maiers

Marketing

Jenni Gant

Quality Assurance

Lynne Dayton

Rodd Karp

Isaac Barry

Gary Pope

Mike Cody

Web Creation and Design

Spencer Maiers

Paul Butterfield

Adam Ketola

Joel Reiff

Cutscene Design and Animation

Wallace Creative, Inc., Portland, Oregon

Director Animator

Donald Wallace

2D Animation

Ken Mundie

James Bradrick

Ed Anderson

Donald Wallace

Computer Animation and Effects

Peter Campbell Freeman

Storyboards/Layouts

Ken Mundie

Donald Wallace

Ed Anderson

Backgrounds

Lonnie Smith

Digital Ink and Paint

Kelly Rose

Assistant Animation/Cleanup

Peter Nguyen

Voice Charting

Sonic Arts

Title Logo Design

Anderson McConaughy Design

Illustration: Bill McConaughy/Stephanie Sherwood

Special Thanks To

Steve Herring - Tech Extraordinaire Mark Forsyth - 3D Amulet Model

Featuring the Voice Talent of

Stephan Weyte as Claw

John Armstrong

Rick May

Rodney Sherwood

Brian Goble

Jenny Price

Toby Gladwell

Daniel Bernstein

Treena Burton-Bernstein

Traci Timmons

Louis Lujan

And Jason Hall as Red Tail

Special Thanks To

Our alpha and beta testers Gary Kussman Todd Clineschmidt

Information Systems--for keeping things running...

Jim Totaro

Eric Minamoto

Peter Thomas

Mike Shannon

Operations--for keeping us happy...

Patti Pudinski

Lynn Rott

Bryan Bouwman

Wayne Burns

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

MONOLITH STUDIOS

All the interactive media services you need to get the job done right--at one location. State-of-the-art 3D and 2D art production for a variety of digital and print media needs. Premiere audio and video services for the interactive media and entertainment industries. Comprehensive multimedia engineering services using the latest technologies. Visit our web site at http://www.monolithstudios.com.

RAD Tools





Portions of Claw were created using RAD Game Tools technology.

Uses Smacker Video Technology. Copyright 1994-1997 by RAD Game Tools, Inc.

Uses Miles Sound System Technology. Copyright 1994-1997 by RAD Game Tools, Inc.