

KALABAN

INSTRUCTIONS MANUAL

Contents

- 1. Introduction**
- 2. System requirements**
- 3. Installation**
- 4. Story**
- 5. Main menu options**
- 6. Starting a new game**
- 7. Player controls**
- 8. Status display**
- 9. Pick ups**
- 10. Enemies**
- 11. Other characters**
- 12. Credits**

Kalaban instructions manual. Version 1.0
Written & designed by Harri Jokinen

© Rayhouse Productions, 2016

**"Welcome to
the alternate history
FINLAND of '95."**



Kalaban is a horror-themed action-adventure, made as a love-letter to the story games of the nineties.

The game is set in a small town on the Western coast of Finland. It draws inspiration from the pop tropes of the present and the yesteryear.

During the development we found many things which excited us about the concept, one of them being the nostalgic theme and the grungy design of it all.

Kalaban is meant to be enjoyed with time, and although its gameplay mixes both action and exploration, you will get the most out of it when you're alone with the game, in a dimly lit room, in the middle of the night...



2. SYSTEM REQUIREMENTS

Here are the minimum system requirements for your personal computer:

- * **OS:** Windows 10, 8.x, 7, Vista, XP, 2000 or 98 operating system.
- * **Processor:** 1 Ghz Pentium processor or higher.
- * **Memory:** 2 GB or higher.
- * The game uses hardware acceleration, so a compatible video card is required.
- * **DirectX 9** or higher.



3. INSTALLATION

1. Turn on your computer. Insert the Kalaban CD-ROM disc into your CD-ROM drive.
2. At the prompt, enter a disk and folder to install the game to.
3. Wait for the installation to finish.
4. Once the game has been installed, go to the directory where you installed it, click KALABAN.EXE.



5. STORY

Finland, in the year 1995.

It is the time after the depression.
People are fighting to stay alive from one
day to another.

Bob, a lone hermit and American, has moved
to this land to start a new life. He lives in
a backwoods cabin, far away from the
turmoils of the large world.

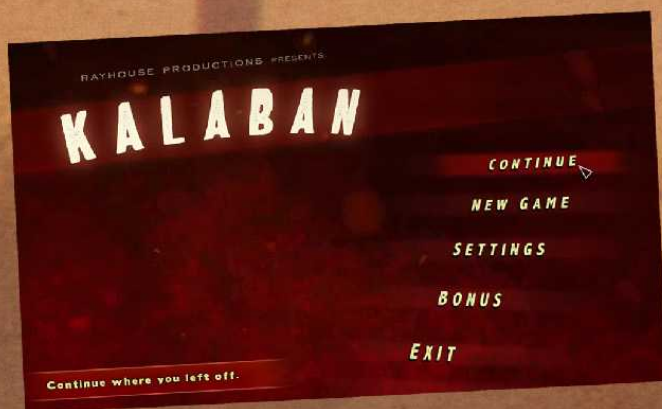
On a dark and misty night, a visitor arrives
to his desolate cabin.

Bob's life is about to change forever...



5. MAIN MENU OPTIONS

After launching the game, you are greeted with these options:



CONTINUE - Continue your previously saved game.

NEW GAME - Start a new adventure, overwriting your previous save game.

SETTINGS - Adjust your audio, music, brightness and game difficulty.

BONUS - Access the special features, like the *Horde mode*, *Art gallery* and *Encyclopedia*.

Difficulty settings

Normal - You do not take damage, if your Food reaches zero. The enemies do not respawn often, and combat is fairly easy.

Hard - Enemies spawn in and they have slightly higher health points.

Nightmare - More enemies spawn, the combat is harder and you take damage, if your Food reaches zero.

Hell - Combat is hardest, and you take a lot of damage if your Food reaches zero.

Horde mode

In this game mode, your mission is to survive as long as you can against the endless mutant onslaught.

Gain points by killing the monsters, destroy Spitter nests to momentarily halt their production and try to beat your previous high score.

The scenery seen in this feature gives you a vision of what the game world would look like, if the corruptive forces would spread much further.



ART GALLERY - See the artwork of characters you've encountered during play.

ENCYCLOPEDIA - Read about weapons, monsters and craftable items.



6. **STARTING A NEW GAME**

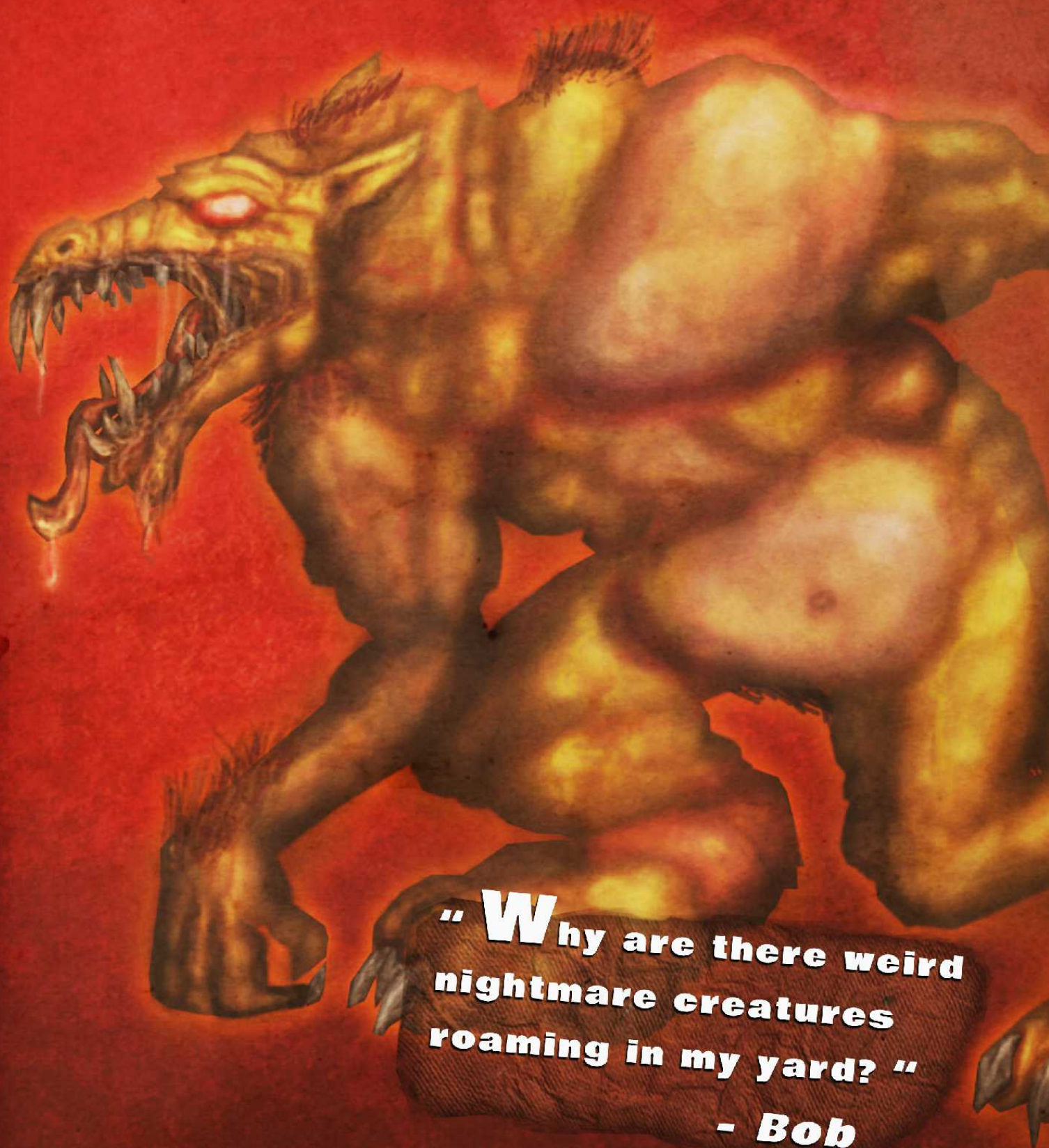
When you start a new game, all the progress of your previous save game will be erased.

Kalaban is a story-oriented game, so your choices matter and they stay with you until you either complete your quest or start a new game.



During play, the game saves its progress when you enter a new area. The game also automatically saves when you exit the game or go back to the main menu.

NOTE: When you access the inventory, objectives or the map during play, the game will automatically pause.



**" Why are there weird
nightmare creatures
roaming in my yard? "**

- Bob



7. PLAYER CONTROLS

During play, you use the keyboard and mouse to move, interact and attack in the game world.

KEYBOARD



MOUSE



8. STATUS DISPLAY

NOTE:

You can hover your mouse over items to inspect what they are

Vitality bar
Determines your current health status

Food bar
Shows the amount of food. The higher the food meter, faster you regenerate.



Weapons icon
Shows the weapon you currently have equipped

Ammo in clip / Full ammo
The amount of ammunition you currently have

INVENTORY SCREEN

Paper doll
Shows your current weapon, armor and item

Status bars
Current Vitality and Food values

Inventory hotbar
Drop items here to access them with keys 1-0 during play.



Top menu
Select between the inventory, objectives and map screen

Inventory description
Hover over an item to read about its qualities

Ammunition
See the total amount of ammo

Return to game
Go back into the realtime view

MAP SCREEN



Local map / Town map
Change between the big map and map of the current scene

Legend
Descriptions of the map blips

Exit points
Marks the places where you can access other scenes

Location blips
Pinpoints places of interest; entrances to the buildings, etc.

You are here
Marks the spot of Bob's location



9. PICK UPS

The game world is riddled with items you can interact with. If you cannot pick them up, you can inspect them from closer range. Monsters occasionally drop more items.

Health pick ups



These bring back your Vitality almost instantly.

Light items



You can use the *Flashlight* and *Torch* to illuminate the surroundings.

Food items



Use these to fill up your Food meter to regenerate.

Weapons and ammo



Collect these to combat against the monsters and enemies.

Armor



Use these to protect yourself.

Story items



These will not appear in your regular inventory, but they show up in your *Objectives* screen.



10. ENEMIES

Getting through the story won't be a walk in the park. The biggest obstacles in your way are these foul creatures, now roaming the lands.



BRUISER MONSTER

The mindless basic mutants, which hurdle towards you.



SPITTER MONSTER

The tougher sergeants of the mutant order. They are slower, and throw acid balls at you.



BLOW-UP MONSTER

Weak creatures, which explode with a deadly blast if you hurt them, or run into them.



CULTISTS

Armed fanatics of an unknown origin. They have body armor to protect them, and they carry sub-machine guns.

REMEMBER: There are also other hazards in your path besides these enemies. Be careful!



11. OTHER CHARACTERS

During your journey you will meet with other people, who have survived the mutant outbreak so far.

Bob will have to overcome his hermit nature, and communicate with these characters to complete his quest.



When you interact with the characters, this will open up a dialogue window. Some of the story encounters have multiple choices, but they are mostly straight-forward.

To complete your quest, you will have to do errands for these characters. The important characters will pop-up in your **Objectives** screen, when they are updated.





12. CREDITS

CREATIVE DIRECTOR
TUUKKA KUUSISTO

ART, DESIGN & PROGRAMMING
HARRI JOKINEN

*CHARACTER DESIGN
& PLAYER CHARACTER'S ANIMATIONS*
VESA-PEKKA KOIVISTO

*SOUND EFFECTS
& MUSIC COMPOSED AND PERFORMED BY*
EETU SUORANTA

ADDITIONAL SOUND EFFECTS AND MIXING
HARRI JOKINEN

FINANCIAL MANAGER & QA LEAD
JONI AALTONEN

QUALITY ASSURANCE

**JUKKA VARSALUOMA
TUOMO JALKANEN
JUHO KOSONEN
JUSSI LÄHTEENMÄKI**

**JYRI JUHOLA
JUHA PELTOMÄKI
MIIKA PUURUNEN
"JP"**

