



# EAT THE ELDRITCH MANUAL

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## How do I play this?

In this game, you'll control your character (Captain Jun Do) via commands that you type after the >.

Some of the most commonly used commands are: GO, LOOK, TAKE, EXAMINE, INVENTORY and WAIT.

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### Go

To go, you must specify a direction, like:

> GO NORTH

Go is probably the most used command, so you can abbreviate it by simply writing:

> NORTH

Or even shorter:

> N

Normally, the directions you can go are NORTH, SOUTH, WEST, EAST, NORTHWEST, NORTHEAST, SOUTHWEST, SOUTHEAST, UP, DOWN, IN and OUT.

The corresponding abbreviations for these are: N, S, W, E, NW, NE, SW, SE, U, D.

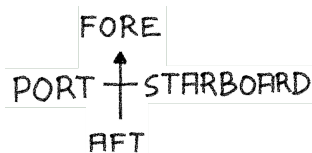
Since this game takes place on a ship however, the same directions as in seafaring are used:

FORE or F,

AFT or A,

PORT or P and

STARBOARD or S.



If you prefer to use regular compass directions, you can set this by typing

> SHIPBOARD DIRECTIONS OFF

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### Look

A simple LOOK (abbr.: L) will once again show you the description of the location you are currently in:

> LOOK

#### Far Corner of the Huge Parking Lot

Almost no cars are parked here. No one wants to walk this far to the airport's arrival terminal, to the east.

A key lies on the cracked asphalt, lonely as a poor man in a nightclub.

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### Take

The unwritten rule of Interactive Fiction says that you take everything with you that is not nailed down:

> TAKE KEY

Pretending to just tie your shoelaces, you get down on your knees and take the key. Two questions run through your mind: Who lost it? Where does it fit?

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## Examine

The second most used command is probably EXAMINE (abbr.: X):

> EXAMINE THE KEY

It's a worn security key with a number embossed on it: 1337. Looks like it belongs to a safe deposit box.

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## Inventory

To see what all you carry with you, type INVENTORY (abbr.: I):

> INVENTORY

You are carrying:

your cobalt blue suit (being worn)

your revolver

a security key with the number 1337

Out of the corner of your eye, you see a canary yellow Series 61 Cadillac speeding toward you from the terminal.

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## Wait

Sometimes you just want to WAIT (abbr.: Z) and see what happens:

> WAIT

The car keeps speeding in your direction.

Through the tinted windows you can't see who is sitting inside. In front of you, it makes a swerve to avoid knocking you down.

Relieved, you're already taking your right hand off your gun when you spot the thin pipe in the slightly lowered backseat window.

A fine pain stings your neck. You quickly pull out the poison dart, but it's already too late.

You sink to the ground, knowing that you have drawn the same lot as your partner Harry...

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On the other hand, it's not always the best idea.

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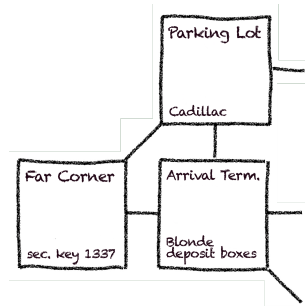
## Just play

There are many more commands, far more than could reasonably be explained here. The best thing is to just write what you want to do. You can't go wrong and the game will tell you if it doesn't understand something.

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## Draw a map

For your orientation, it's good to draw a map while you play. It's best to make a note of the name of each room, what objects are in it, and what other rooms the exits lead to.



If you don't enjoy mapping or if you get lost: in this game on each floor there is a plan in the staircase, which shows the rooms on this floor in a simplified way. You can view it with "x plan" (but only in the staircase).

## Particularities in this game

The following explains features that may differ from other parser-based IF.

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### Moving around

Eat the Eldritch is set on a fish processing ship, so shipboard directions are set as the default for movement: FORE (F), AFT (A), PORT (P) and STARBOARD (S). The respective abbreviations are given in brackets.

The SHIPBOARD DIRECTIONS ON / OFF command can be used to switch between ship directions and normal compass directions for movement. Diagonal directions are not used in the game and all other directions - i.e. UP, DOWN, IN and OUT - are identical in both settings.

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### Go to room

GO TO [room] will let you travel to any room on the ship.

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### Talking

It is possible (and partly necessary) to talk to other characters<sup>1</sup> in the game. To keep this as simple as possible, no distinction is made between ASK, TELL or ANSWER; all are merged.

In addition, there is the simplified variant TALK TO [someone], where a preset or random topic is used for the conversation. (However, not all possible topics can be reached with this.)

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## Thinking and thinking about

THINKING reminds you what your most pressing concern is right now.

THINKING ABOUT [something] lets you reflect on a wide range of things. This may or may not help you.

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### Magic words

A number of magic words are understood by the game. Not that they'll have any effect, but maybe you'd like to try out whether the spells of your favourite classic game work here anyway.

In case you don't know what I'm talking about, try for example BLORPLE, CLEESH, REZROV, FIZNAV or, of course, XYZZY.

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### Dying

You can die various deaths in the game, but none are permanent. This game wants to be merciful and if you reach a dead end, it will put you in a state that lets you can continue playing.

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<sup>1</sup> This is almost exclusively Rudolf Carter, as you will quickly notice.

## Out of world commands

Some meta-commands you may find useful.

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### Help

Typing HELP will bring up an introduction for inexperienced players.

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### Verbs

Typing VERBS will show a list of useful commands. This list contains all the commands you need to win the game, so it's a bit spoilery.

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### About

Type ABOUT to see some information about this game as well as the credits.

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### Shipboard Directions on/off

This command has already been mentioned. SHIPBOARD DIRECTIONS ON switches to FORE, AFT, PORT and STARBOARD to move around the ship (this is also the default).

SHIPBOARD DIRECTIONS OFF switches to the standard compass directions NORTH, SOUTH, WEST, EAST.

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### Achievements

Type ACHIEVEMENTS to see a list of all your accomplishments so far.

## Credits

The cover illustration is by Annette Köhn. "Star Ocean" is a song by Rainer Torres Kessler. It is included in the game courtesy of the artist.

Andrew Schultz, Francesco Ariis, Patrick Amelung and Saskia Eckhardt were brave enough to test lots of unfinished versions of the game and give feedback on it. My sincerest thanks for this!

Likewise many thanks to David Welbourne, gadzoks, Jade, J.P. Tuttle, keltena, Knight Otu and Pinkunz from Club Floyd, who provided early feedback. Thanks also to Jacqueline Ashwell, for organizing Club-Floyd and making them available for beta testing.

Thanks to Harumi for her feedback on all things Japanese.

Thanks to deepl.com which I used extensively in finding the right words.

A German (and earlier) version of this game was released at the 12th IF Grand Prix in April 2023 with the title "Fischstäbchen".

Many thanks to Christian Werner, Hannes Schüller, Heiko Spiess, Martin Oehm, StJohnLimbo and Stefan Hoffmann for their very detailed and constructive feedback on this! It has encouraged me to heavily revise a lot of things.

This game was written November 2022 to September 2023 by Olaf Nowacki.

Please send your very welcome feedback and transcripts to me at [olaf.nowacki@gmail.com](mailto:olaf.nowacki@gmail.com)

# Troubleshooting

## Warning! From here on only spoilers!

### Where can I find Rudolf Carter?

*.kced gnissecorp hsif eht no tnorf yrev eht ta ,llah egarots dloc eht ni si eH*

### How do I get him to make me food?

*.yellag eht ot egarots dloc eht morf egakcap a mih gnirb nehT .mih ot klaT*

### How do I find a package in the cold storage hall?

*.egakcap a otni pmub uoy litnu tsim eht ni dnuora klaw neht dna drawrof og ot deen uoY*

### How do I find my way back to the door in the mist?

*.rood eht ot kcab teg ot epor eht lluP .gnir revas efil eht fo epor eht htiw eldnah rood eht ot flesruoy eit ot evah uoY*

### How do I not lose the ring in the mist?

*.gnir eht raeW*

### Is there any other way to get out of the mist?

*.seY*

### How can I eat the cooked food?

*.ti tae dna etalp ruoy no ti tuP*

### Where can I find the tableware?

*.nibac ruoy ni deb ruoy rednU*

### How do I get the tableware clean?

*.hsinif ot ti rof tiaw dna ti esolc ,rehsawhsid eht ni gnihytyreve tuP*

### How can I turn off the alarm?

*.t'nac uoY*

### How do I survive the tsunami?

*.sevirra imanust eht litnu egdirb eht ni tiaW . (tsew eht ot .e.i) evaw gnimocni eht ot red-dur eht htiw ikataT eht nruT*

### What am I supposed to do in the void?

*.nugraeps eht wercsnU .tfa og neht ,egdirb eht no era uoy litnu gnihemos oD .rae ruoy ni kcuts si taht gnihemos eht ekaT*

### How do I leave the void?

*.pu ekaW*

### How do I get back to the void?

*.gur s'retraC floduR no slobmys eht ta kool*

### How do I unscrew the Speargun?

*.rae ruoy ni kcuts si taht revirdwercs eht htiw ti wercsnu nac uoy ,diov eht nl*

### How do I get the door to the storage room open?

*.t'nac uoY*

### How do I get rid of the worm?

*.llah gnissecorp hsif eht ot etuhc eht otni mih teg ot evah uoY*

### How do I get the worm into the chute?

*.gnir eht htiw etuhc eht retne uoy nehT .nugraeps eht htiw mrow eht otni worra eht toohs dna worra eht ot epor eht eit ot evah uoY*

**Why doesn't the arrow stick in the worm?**

*.delgnat steg epor eht litnu tiaw dna mrow  
eht fo pit eht ta toohs ot evah uoY*

**How to get off the conveyor belt alive?**

*.pmuJ*

**How do I turn on the machine?**

*.nottub eht sserP .ti nrrut dna eloh eht otni  
yek eht tresnl .sdrawpu revel eht hsuP*

**How do I get the worm into the fish processing plant?**

*.ekatni eht otni gnir eht worht ,gninnur si  
tnalp eht dna llah eht ni si mrow eht nehW*

**How do I get the safe open?**

*.bonk eht sserp nehT .bonk eht gninrut rof  
snoitcerid eht era esehT .pihs eht no secalp  
lareves ni hsif ekil kool taht seldood era  
erehT*

**Which safe?**

*.nehctik eht ni radnelac eht dniheb efas ehT*

**What do I do with the sake?**

*.dessecorp si mrow eht litnu ton tuB .ti knirD*

**How do I finish the game?**

*.knub ruoy ni peels ot og ro ekas eht knird  
rehtiE*

**My problem is not mentioned here.**

*Sorry! Write to me and I'll include it.*