



# REVEREND

DeSMan  
Games

Created by Twisted Sickle, n-inc.



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## NOTE OF THANKS

First of all - thank you for checking out my tiny experiment of a game. This isn't my first rodeo when it comes to game development, but it's the first one being kind of substantial, reaching the public, in over a decade. What's truly special about it is that it got a proper release, thanks to **DOSMan Games** and **Sam Marshall**. Without him, **REVEREND** would have remained undiscovered - lost in a sea of other, perhaps more deserving, and frankly deeper, experiences. A lot of these games will probably, and tragically, go by unnoticed by most, only by the sheer quantity of projects out there.

*Please* - consider checking out something strange, tiny, perhaps experimental, every now and then. Try things out from inexperienced bedroom developers. You never know what you'll stumble upon.

Enjoy!

For any questions, comments, bug reports, or inquiries, just post a comment on the **REVEREND Steam** community page, or reach out to us via **Twitter** (I refuse to call it anything else) **@DOSManGames** - we can't wait to hear from you



# WELCOME TO YOUR DOOM

As a former reverend, now the caretaker, of the old church and parish, that the reverend formerly called home, there's no one better suited for the task, to delve into the heart of darkness, beneath Monolith Church, to put an end to whatever evil that has seeped into, and infected, the very soil we all walk upon.

What becomes clearer with every step the ex-reverend takes, is that these aren't any ordinary kinds of demons or devils, the ones usually depicted or written of in most holy scriptures. These are something worse; much, much worse... Beyond our imagination, limited minds, and understanding of the world.

The most intriguing question still remains - can a former reverend, armed with lead and secularized worldview, slay whatever is threatening our very existence?



# WHAT & WHY IS REVEREND

When I have been asked what **REVEREND** is I have given the kind of boring answer - a retro FPS shooter a.k.a a "*boomer shooter*", made as an experiment by a happy-go-lucky amateur with no coding experience to speak of, as a means to prove to himself that he still could make something fun and/or cool, mostly on his own. A midlife crisis, you say? No, more like a crisis of faith in his own abilities and passion.

When I want to describe what **REVEREND** is, in a more fun or "*unique*" way, I have said that I want it to feel a bit like a recently discovered port of an unreleased 90's PC game for the lesser consoles of the era. Like something so obscure that it's not even the main thing really, just a compromised version of it. Forgotten by all except a select few that still remembers that one ad in the back of their relic of their regional gaming magazine, never to be seen again.

There's a lot of love for odd and forgotten things in the project that is **REVEREND**. From the game itself, to this very manual; I love the idea of transmedial storytelling and featuring more cool aspects of a thing via supplementary material. The storytelling itself is heavily inspired by the limitations of the 8-bit era, during which a lot of the storytelling was done in specific "story booklets" or the manuals themselves.

So if you want to know more about what's actually happening in the world of **REVEREND** - keep reading...



# PREPARE YOUR DESCENT

## LAUNCHING THE GAME

1. Install the **REVEREND** from your **Steam** library
2. Click "PLAY", and there you go - *enjoy!*

Congratulations - the game is now ready to launch!

### BONUS:

For some fun goodies (like this manual), explore the local installation folder, although, you might need a little something from in the game to access it fully...

## NAVIGATING THE MAIN MENY

### NEW GAME

Pretty self-explanatory. If it is your first time playing, this is where the adventure begins.

### Save Game (Quicksave F5)

While the journey to the depths beneath Monolith Church is pretty darn short, you still might want to save your progress.

### Load Game (Quickload F9)

Resume your journey, either after a death or from when your mom yelled at you that dinner was done.

### Settings

Customize the key bindings and/or adjust most things to your liking; with some nice quality of life improvements that have spoiled the modern gamer, absent from the classics.

### Quict Game

Exits back to your desktop - only for "quitters".



# PREPARE YOUR DESCENT

## ON SCREEN INFO

1. Mini-map (press Tab)
2. Health
3. Current amount of ammo of the chosen weapon
4. Total amount of ammo of the chosen weapon
5. Keys found for the level



## CONTROLS

- |                       |                             |
|-----------------------|-----------------------------|
| WASD - basic movement | LMB - attack                |
| Spacebar - jump       | R - reload                  |
| Ctrl - crouch         | ESC - pause menu            |
| F - flashlight        | Scroll/1/2/3/4/5 - weapons  |
| E - use/open          | F5/F9 - quicksave/quickload |

## TIPS, TRICKS & HINTS!

Remember that annoying "crouch jump" from Valve's classic debut? Yeah. If you encounter a small opening, or a low ceiling, and you think that there might be something hiding there - remember that physics defying crouch jump.

Secrets are a big part of retro shooters. Now, I think some modern games are way too obtuse or cryptic with their secrets. I'm not saying there isn't any hidden goodies or references for the clairvoyant player, but they're usually pretty easy to find. Just make sure to explore - there's A LOT to discover!

Some objects in the world are breakable, others are just hollow, allowing you to pass right through them. A few can even be used to access hard to reach places.



# ARMA CHRISTI DELUXE



## HAMMER OF JUDGMENT:

Considered being predictable and boring by calling it "The Hammer of God", until I realized that no one in God's family would keep a hammer at home. It would be in poor taste, right? Still - it packs a punch! Carried by most devotees of Archbishop Vile - former and current.



## PEACEBREAKERS:

At troubling times, passativity might be confused with peace. Don't make that mistake, it might end up costing you more, than doing something, and breaking that "peace".



## BOOMER:

Kinda old, kinda reliable. Just like any old boomer, things could be better and sometimes it's really outdated; but there's a reason guns like this is referred to as "old reliable".



## FORBIDDEN FRUIT:

These tender apples are a sweet treat, but works even better when they're hurled at an enemy, exploding in a cloud of eldritch knowledge, killing any poor sod close enough. An apple a day keeps God at bay...



## SHATTERER:

It might be hard to identify what piece of an foreign body you gaze upon, but you don't need to know what it is to use it. The Shatterer acts like a machine gun, spitting teeth in quick succession, penetrating any unfortunate soul that might find itself in the firing line.



# A GALLERY OF MEAT



## OFFSINS:

Spawns of The Bishop's Pet - the Sin Beast, born from the overwhelming amount of sins forced upon it. Existing without any true purpose, they roam the earthly realm, spreading the only thing they know - sin and pain.



## DEVOTES:

Brothers of the Robe: at least, so they say. What robe is up for question, but their devotion to hunt you down and kill you is for certain. Armed with their Hammers of Judgment, they prefer to convict in packs. As easy their minds fell to the Bishops' Putrid Gospel, as easy will they fall to your punishment. Beware though; as any great parish, the masses might overpower you.



## RADICAL REVERENDS:

While some leave religion behind, not needing a God to preach peace, these former brothers dug their heels in, blindly following the foolish lies of the bishop. If they couldn't handle faith without falling to deceit, or having their view twisted by how others live, they should've found another calling in life. Now they have wasted it. Make sure their crusade is in vain.



## ABOMINATIONS:

What fresh hell is this creature? Neither human, or animal, nothing of this Earth, an indescribable eldritch beast. Its origins unknown for the time being, but something tells the Reverend that he soon will peek beyond the veil...





### TERROR-TORMENTAS:

A foul, cancerous amalgamation of flesh, teeth and hair; spitting teeth and unleashing a hell of its own. Like parasitic tumors, any living flesh will do as host; no matter man, beast or god-like entities. They're not malicious - only malignant.



### SHADOWFAUSTS:

Have you ever felt like the shadow you cast isn't your own? It seems these entities were created during an unknown ritual, in which those who opposed the gospel of Archbishop Vile were "crucified" on effigies in the shape of a strange and eerie sigil that seems to represent this "New World". Although legend has it they're the result of a lost bet, though not of their own making.



### WAILING PRAYERS:

There's no words to describe these shambling, abhorrent beings, which is fortunate since they spawned from corrupted prayers of those deemed repentless for their vicious acts. Forgiveness is a harsh mistress when betrayed or taken for granted. Beware, and tread carefully around these foul creatures, since they seem to be a part of something much, much larger...

## OTHER THREATS & HAZARDS



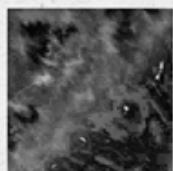
### EXPLOSIVE BARRELS:

A classic that does what is says on the tin. A danger to the Reverend, and close-by enemies.



### TURRET GLAND:

An stationary and solid piece of flesh turret that spews forth green spheres of cosmic energy.



### POOLS OF ROT & SEA OF SINEW:

All it takes is a step into either one of these to take a tiny amount of damage. Even when battles gets hectic - it's still best to watch your step..



# PREY TO BE SLAIN



## THE BISHOP'S PET - THE SIN BEAST:

When mankind couldn't find anyone to blame, or crucify for their own misdeeds and wicked sins, Archbishop Vile brought onto them an innocent lamb, to absorb their denial, and to carry their burden. Corrupted by sin, the poor beast soon lost its mind. The Archbishop didn't take pity on the creature, but was amused by the resilience of such a frail being, and kept it as his personal pet.



## ABOMINATOR:

Spawned on the threshold of our reality - and others. An amalgamation of whatever roams these different realms, both in soul and body. It unleashes a worm-like cluster of eldritch energy as a projectile.



## VENUS TERMINA:

Born from the Sea of Sinew, her corrupted beauty is only the result of our limited minds. Yet, her twisted but lustful appearance seduced the masses, no matter their preferences. She convinced the world to bow down to her will, following her orders blindly in the name of the greater good.



## THE WAILING WALL:

They never knew what they prayed to, confessed to, or asked for forgiveness from...



# A LITTLE BIT OF EVERYTHING

## HEALTH PICK-UPS



### CIGARETTES:

A pack of smokes. After enduring a few cuts and bruises it can be nice to cool off and give the adrenaline a rest. Breathe in, breathe out. Quite relaxing, and perfect to restore a tiny bit of health.

### RUM:

Gin makes you sin, while rum calms the nerves. Forget that dusty and non-alcoholic communion wine. Grab a bottle of 80% rum, let its burning sweetness pass through the gullet, or pour some on a bad wound, to restore a medium size of health.



### MORPHINE:

Aaah, sweet relief. Few things reach the peaks that this sedative does. Tiny amounts can do wonders to an aching body, but large quantities most often end in tragedy. Luckily for you - this is just a game... Inject to restore a large amount of health.



### S.E. MEDKIT:

Let's cut the bullshit - a medkit contains multiple useful items anyone might find handy in a sticky situation. Everyone should have one on standby, especially if it comes with cigarettes, rum and morphine like this one does.



## AMMO



### .45 BULLETS:

A true classic caliber for the PeaceBreakers.



### FORBIDDEN FRUIT:

Fell from the Tree of Knowledge. So sweet.

### 28 GAUGE SHELLS:

Reliable stopping power for the Boomer.



### TERROR-TEETH:

These provide a good bite for the Shatterer.





# REVEREND WAS MADE POSSIBLE BY

Developed & Designed by  
Emil Levin

Produced & Published by  
Sam Marshall

Boss OST by  
Boombox Murders

Level OST by  
Ryan Scully & Emil Levin

Voice of Archbishop Vile by  
Misael de Oliveira

Epilogue Edited by  
Ryan Scully

Additional SFX from  
Pixabay & FilmCow

## SPECIAL THANKS TO

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Spacehunter

My brother

Dr.Snap

knaveIs

*and Everyone Else Who Played  
the Game and Provided Me With  
Invaluable Feedback*

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