

incube  **GAMES**

DMG-806E-USA

- DEADEUS -

INSTRUCTION BOOKLET



This game was developed with passion by an independent developer. It was thoroughly tested and approved by our team at Incube8 Games to ensure it meets or exceeds our standards of quality.

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A

Adult - 18+

Adult themes
Blood and Gore
Fantasy violence

18 RATING

www.incube8games.com/rating



CONTENTS

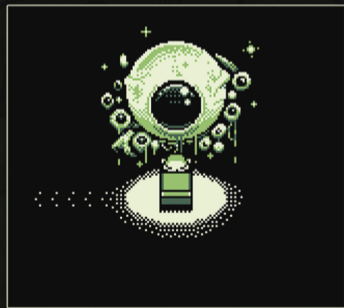
3. STORY
4. TITLE SCREEN
5. PLAYING THE GAME
6. CONTROLS
7. SAVING THE GAME
8. VILLAGE MAP
9. CHARACTERS
12. ITEMS
13. CHECKLIST
14. CREDITS
15. NOTES

STORY

"...My Child... Your flesh is a debt long overdue. I have given you all this gift of life and I shall so easily take it from you... Three days from now I will return to raze the Earth of all those who walk upon it. Only then will the debt be repaid. ...Three days..."

A young boy is suddenly haunted by apocalyptic nightmares. Although unsure of the sincerity of the message, it appears grave danger will befall the village in three days.

Desperate to try and save the people of the village, the young boy attempts to try and stop a God. Which path will you take to attempt to prevent the end of the world?



TITLE SCREEN

Insert the Deadeus cartridge into your Game Boy and turn the power on. You will arrive at the title screen of Deadeus. Press any button to continue to the game select screen. Here you may choose between **NEW GAME** or **CONTINUE** to begin playing the game.

NEW GAME

Begin a new game in the world of Deadeus. If you save this game you will overwrite any previously saved game in Deadeus.

CONTINUE

Resume a previously saved game of Deadeus.



PLAYING THE GAME

In the world of Deadeus you control a young boy trying to track down the source of his nightmares and learn how to save his village. There are many possible endings to achieve in Deadeus depending on your path through the game.

You go about this by progressing from screen to screen and checking in on the residents of the village. Some may give clues to the nightmare and possible solutions to help save the village.

You can progress to the next day of the adventure by returning home and sleeping in the player's bed. Some events in the game develop from day to day so be sure to check in on any friends you make along the way.



CONTROLS

D-PAD

- Move the player around the screen.

A BUTTON

- Interact with objects/ people.
- Accept menu selection

B BUTTON

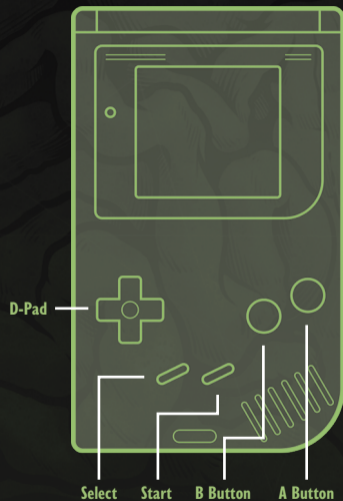
- Cancel menu selection

SELECT

- Open the map

START

- Open the Inventory



SAVING THE GAME

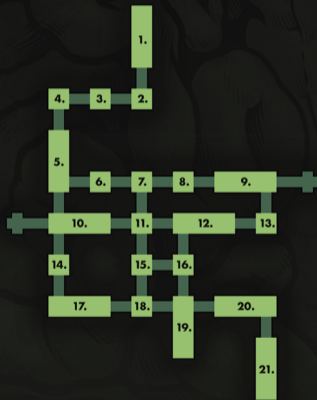
To save the game, return to the player's bedroom and interact with the diary on the player's desk.

Choosing to save your game will overwrite the current save on the cartridge.



VILLAGE MAP

- | | |
|-------------------------|------------------|
| 1. Cliff View | 16. Park |
| 2. Mountain Doorway | 17. Ocean View |
| 3. Mountain Top Cafe | 18. Beach Hut |
| 4. Mountain Pass | 19. Beach |
| 5. Mountain Ascent | 20. Pier View |
| 6. Urizon Falls | 21. Fishing Pier |
| 7. Player's Home | |
| 8. Playing Fields | |
| 9. School | |
| 10. Library | |
| 11. Best Friend's House | |
| 12. Church | |
| 13. Allotment | |
| 14. Ocean Path | |
| 15. Police Station | |



CHARACTERS

THE PLAYER

A young boy haunted by nightmares.



PLAYER'S MOTHER

A concerned Mother unsure of how to help.



BEST FRIEND

The player's best friend. Also suffering nightmares.



FRIEND NEXT DOOR

A close friend of the player. Fond of flowers.



MYSTERIOUS MAN

A bizarrely dressed man. Seems scared of someone.



THE SURFER

A carefree surfer, often found in the beach hut.



THE PRIEST

A devout religious man. Known to act strange.



POLICEMAN

An often aloof man who does his best to protect.



WORRIED FATHER

A father doing his best to console his son.



GRIEVING SON

Deeply upset at the loss of his best friend.



OLD LADY

She seems to know more about the village than most.



THE LOST FATHER

A man desperately trying to find his missing son.



LIBRARIAN

The reserved owner of the library.



BOOK WORM

A child who can often be found in the library.



THE CRIMINAL

An extremely dangerous man. Not leaving prison.



HEADMASTER

The head of the village's school.



PARENT NEXTDOOR

Trying to connect with his daughter.



CAFE OWNER

The kooky and loving owner of the mountain cafe.



WANDERING COUPLE

An elderly couple who love going for walks together.



FISHERMAN

A surly man, but more loving than he gives off.



CAFE WORKER

A girl with her head in the clouds. Not into her job.



ADDITIONAL CHARACTERS

There are many more characters in the world of Deadeus. Make sure to check in with each of them from day to day, who knows what you might learn...

ITEMS

FLOWERS

A sweet smelling flower.
A perfect gift.



MYSTERY KEY

What door could
this possibly open?



TROWEL

A useful tool
for digging in dirt.



MOUNTAIN KEY

The key to the strange
door in the mountains.



BLANK BOOK

A mysterious old book
that's missing text.



SACRIFICIAL KNIFE

An ornate blade. Surely for
decoration rather than use.



METEORITE

A strange mountain rock.
Where did it come from?

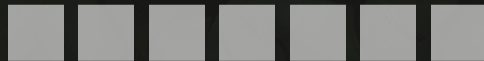
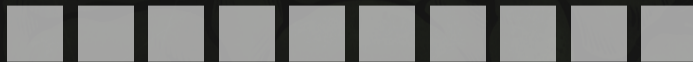
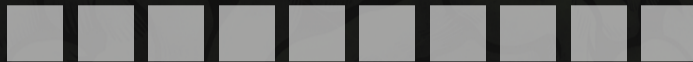


HUMAN HEART

Perhaps not a willing
donation?



CHECKLIST



CREDITS

Programming :

Game Design :

Writing :

Art: -IZMA-

Collector's edition

box cover art: Francine Bridge

Music:

Sound design: Stoo Busby

GB Studio

Created by: Chris Maltby

Manufacturer:

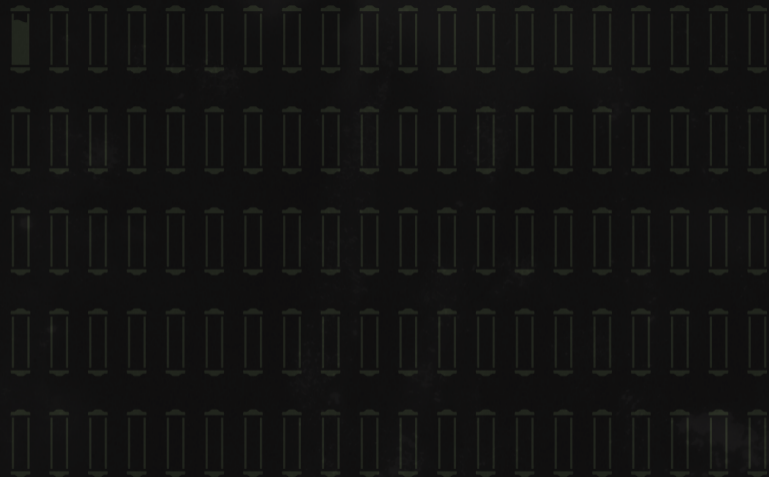
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Amy-Jane Bazzoni	Chris Beach
Brian Sox	Ryan Wheaton
Christian Santori	Rodrigo Cano
Michael Avery	Cian Rice
Sean Couture	Carrie Watts
Daniel Smith	Ricky Silliker
Dana Danielle	Tyler Schatz

NOTES

NOTES



WE CARRY WITHIN US THE BLOOD OF GENERATIONS
WE HOLD THE MEMORIES OF ALL BEFORE US

**NEED HELP WITH THIS GAME?
CONTACT US AT [SUPPORT@INCUBE8GAMES.COM](mailto:support@incube8games.com)**



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