CESARE THE SOMNAMBULE

MANUAL

poly.play

Team Moritz

THE STORY

Welcome to our homage to Robert Wiene's expressionist masterpiece, »The Cabinet of Dr. Caligari«.

A traveling fair has come to town, and you are Cesare, the somnambulist—the star attraction of the show. The mysterious Dr. Caligari holds you under his power, controlling your every moment, both awake and asleep. But deep within, a desire for freedom stirs: you long to escape this endless nightmare and break free from the doctor's hypnotic grip.

Your journey begins in a stark room within the confines of a shadowy asylum. Your first task is to stay awake and search for a way out. Keep your eyes sharp and gather any clues—finding the newspaper could be a key first step. It holds information that might shed light on what's happening around you, helping you lay the groundwork for your plan to expose Dr. Caligari to the authorities. But be careful: if you fall into a trance-like sleep, you might be lost forever.

Remember the rhythm of day and night; this world shifts under the light of the sun and moon. Guards may come and go, furniture might seem to move, and the simplest paths may take on a haunting quality under moonlight. The darkness could work in your favor—or lead you astray.

As you make your way into the forest, prepare yourself: the mysterious woodland paths transform between day and night, leading you ever deeper into the unknown. Only those who remain vigilant will find their way through the shadows and evade the evil that lurks.

Cesare's inner voice will be your guide throughout the game. His thoughts and feelings will appear along your journey, giving hints and direction. Press [L] to read Cesare's latest thoughts and allow them to lead you forward.

There are two possible paths to the end, and each one offers a different outcome to the story. The choice is yours: will Cesare escape the sinister control of Dr. Caligari?

CESARE THE SOMNAMBULE

CESARE, THE SOMNAMBULE IS UNDER HYPNOTIC INFLUENCE OF EVIL DR. CALIGARI!

CESARE RUNS AWAY, TRYING TO AWAKE FROM HIS NIGHTMARE!

BUT HE IS CONSTANTLY PURSUED!

FEATURING

– Fantastic and powerful RAGE1 Engine (created by ZXjogv)
– Epic Intro by ZXjogv
– Clever popup text system integrated
– Gigantic maze (all memory banks used - exclusive 128k game!)
– Dark game atmosphere
– Awesome music (Beeper and AY)
– Tribute to classic goth rock: The Cure, Bauhaus, The Passions
– Digitised speech sample
– Beautiful artwork from Lobo
– Joystick or Key Control

LOADING INSTRUCTIONS

The game is compatible with Spectrum 128k
and Spectrum Next machines.

Spectrum 128k/+2/+3:
Insert Diskette or Cassette and select
Loader or Tape Loader option
from the main menu to load the Game.
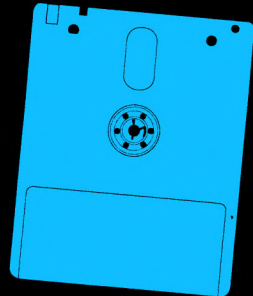
CREDITS

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Games Design & Art Work: Lobo
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