

ABADDON
PRINCESS OF THE DECAY

If you do not know, but it was in dead calm throughout ...

Tucked away in a dark forest, now Ayanokeji house, nobody lives
Yamanaka university professor is also a friend of Ayanokeji is owner of the house.
The holding an interest in this mansion are old, with the permission of the Ayanokeji
It comes to search and take the assistant.

Number of phenomena of fact where people happen ...
It also begins winding its friends up of Yamanaka, the game soon ...

Game Manual

SAK-AB

■ Introduction ■

Thank you very much for purchasing Abaddon: Princess of the Decay.
This game includes mature content intended for persons ages 18 and older.

Unauthorized reproduction, redistribution, or secondary use of Abaddon:
Princess of the Decay is strictly prohibited.

We recommend reading this manual before playing.

■ Bug Reporting ■

If you by chance discover a bug or a glitch in the game and can
re-create it with consistency, please let us know as soon as possible.
You can contact us at fakku.net/contact or on the FAKKU! forums.

■ Manual Instructions ■

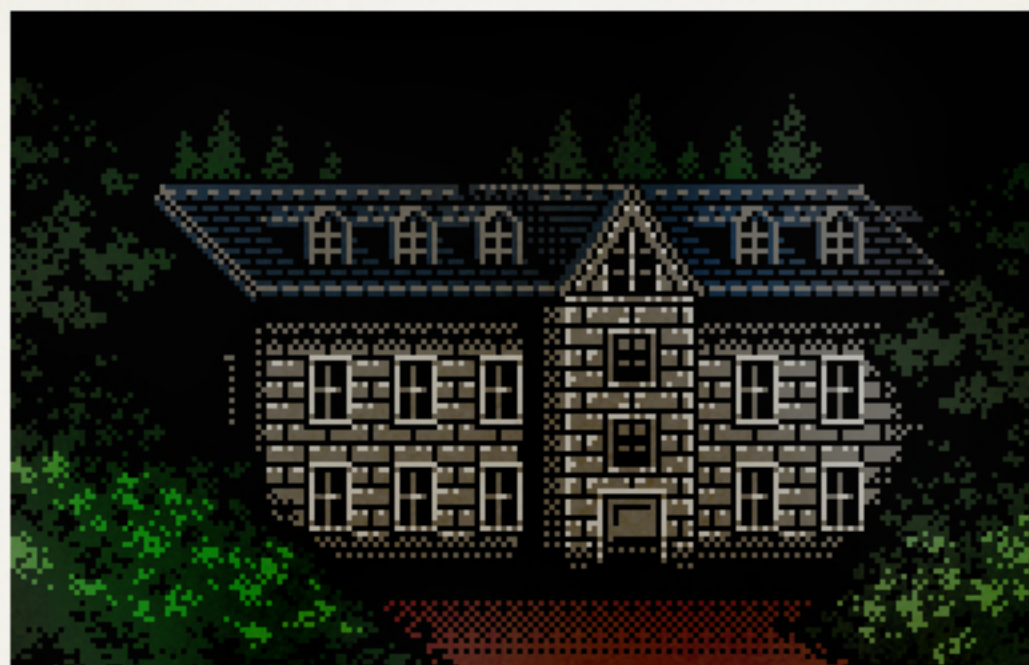
- Clicking the blood splatter with the Home icon on the top right
of each page will take you to the Table of Contents.
- Clicking the blood splatter with the Left Arrow will take you back a page.
- Clicking the blood splatter with the Right Arrow will take you forward a page.

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■ Prologue ■

This tale is set in the haunted Ayakoji Mansion, nestled away deep in a dense, dark forest. Professor Yamanobe, a close friend of the mansion's owner, arrives at the mansion with a small group of his students to explore and learn the truth behind its many rumors and mysteries. However, they too are engulfed by the innumerable horrors lurking within before long...



It is then that Homura, Professor Yamanobe's son, arrives with a small group of his friends in search of his father. Will they be able to find his father and escape alive? Or will they suffer an unthinkable, sinister fate...?



■ Title Screen Info ■



① New Game:

Select to start the game.

② Continue:

Continue from where you left off. (*This is not a saved game. This quick save will be deleted upon loading.)

③ Load Game:

Load a saved game.

④ Options:

Change various settings.

⑤ Gallery:

View CG & other unlocked scenes.

⑥ Exit:

Exit the game.

■ Options Info ■



BGM:

Adjusts music volume.

SE:

Adjusts sound effects volume.

SPD:

Adjusts character movement speed.

MEM:

Remembers cursor position.

DOT:

Toggles between pixel art CG and full color CG during Ero Scenes.

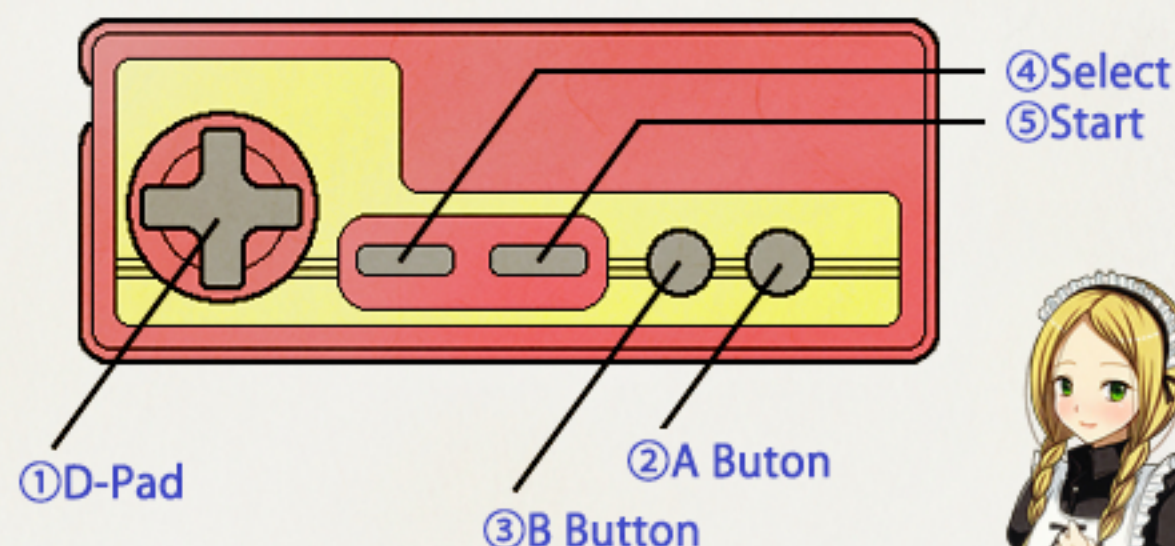
BL:

Toggles the display/occurrence of boys love (yaoi) scenes.

SET:

Separate disables persistent options across all saves. (*Please note that this setting is only accessible via the in-game options menu. It is not present in the Title Screen's options menu.)

■ Controls ■



① Movement: [Arrow keys or D-pad]

② A Button [Enter, C, or A Button]

③ B Button [Esc, X or B Button]

④ Options Menu [Shift, Z or Select]

⑤ Return to Title Screen [F12 or Start]

(*Please note that current progress will not be saved.)

■ Additional Controls ■

A Button + B Button or X + C

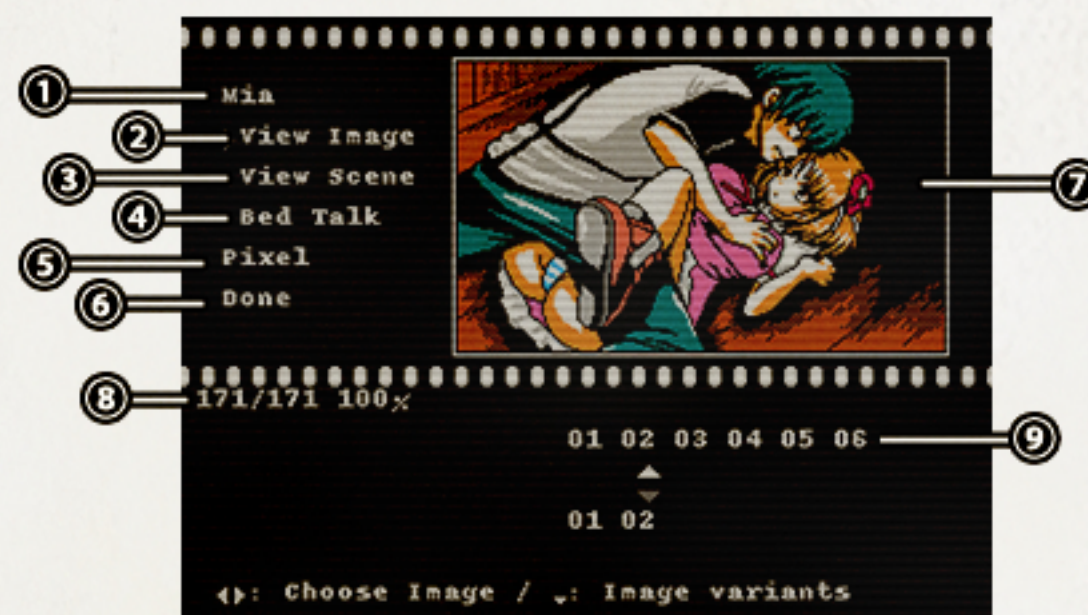
Skip on-screen text (Hold).

X or B button during Scene Replay

Hide or display text box. (Only available when DOT is turned off in settings.)



■ Gallery Info ■



① Category

Choose from ten different categories -

Mia, Yachika, Kippe, Seijiro, Homura, Other, Ending, Epilogue, or Harem.

② View selected Image

View selected Image.

*Please note that only CG you've previously unlocked can be viewed.

③ View Scene

Replay selected scene.

*Please note that only scenes you've previously unlocked can be replayed.

④ Bed Talk

Replay selected Bed Talk

*Please note that each specific character couple ending must be completed to unlock.

⑤ Pixel or Full Color

Choose between Pixel or Full Color art.

⑥ Done

Exit the gallery.

⑦ Image Display

Displays the currently selected CG or scene.

Displays a Lock if the CG or scene has not been unlocked.

*Please note that BL CG and scenes will be hidden when BL Mode is enabled, even in the event that such CG and scenes have already been unlocked.

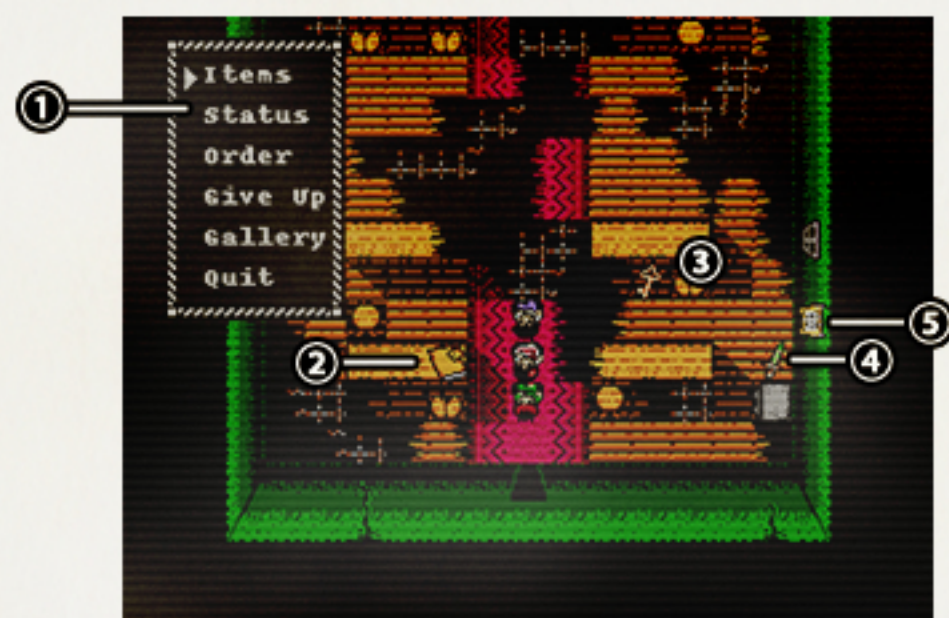
⑧ Completion

Displays the total number and percentage of unlocked CG.

⑨ Selected Image, Scene, or Bed Talk

Choose between various CG, Scenes, or Bed Talks.

■ Game Screen and Game Menu Info ■



① Commands

- Items** : Use items.
- Status** : View party status
- Order** : Change party order
- Give Up** : Restart from the start of the game, but retain current character levels.
- Gallery** : View Gallery
- Quit** : Quick Save (*This save is deleted upon loading.)

② Note

There have been others besides Homura and co. who have ventured into this mansion...

③ Item

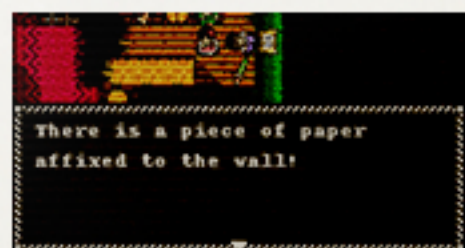
Many different items can be found throughout the mansion.

④ Weapon

Many different weapons can also be found throughout the mansion.

⑤ Message

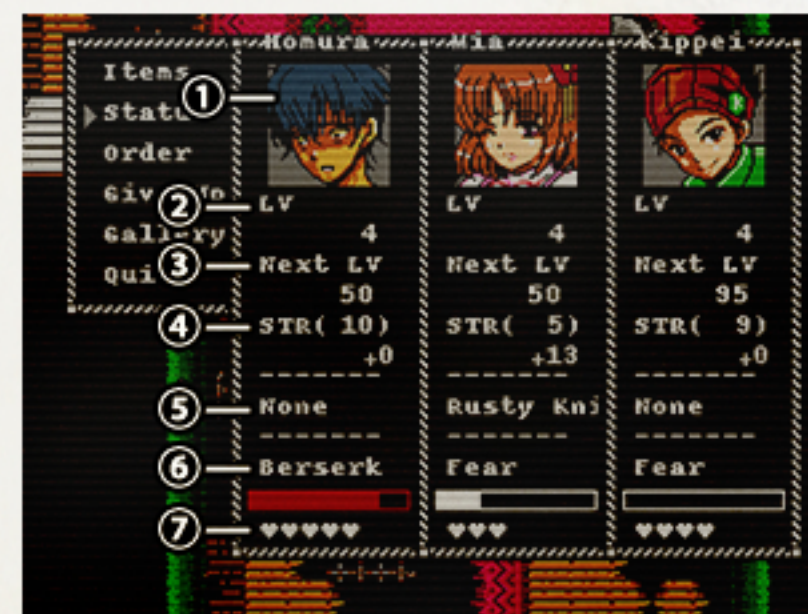
A message on the wall.
It might contain some hints...



Just what happened to the other people who've been here before...?



■ Status Menu Info ■



① Character Portraits

Character expressions will change depending on their current status.

② Level

Displays current level. The max level is 20.
Some characters can level up more quickly than others.
Fear will completely recover upon leveling up.

③ Next Level

Displays experience required to level up.

④ Strength

Displays each character's strength.
A character's strength determines how much damage they will deal to enemies. Additionally, a character's strength indicates the heaviest weapon they are able to equip. Equipping a weapon that weighs (lb) more than a character's strength will result in a handicap. The +6 below Strength(10) indicates the currently equipped weapon's (or weapons') total attack power.

⑤ Weapons

Each character can carry up to three weapons at one time.
Attack power is determined by the order of weapons in a character's inventory.
The first weapon in a character's inventory is considered the main weapon and acts as the base weapon attack power. The second (and third) weapons adds half of their respective base weapon attack power to the total weapon attack power.
Example: Weapon 1's base attack power is 10. Weapon 2's base attack power is 6. Weapon 3's base attack power is 4. The total attack power of all three weapons will add up to 15 (10 + 3 + 2 = 15) as a result. But remember: be wary of carrying weapons with a weight (lb) that exceeds a character's strength.

⑥ Status

Displays a character's current status.
Simply displays Fear when not under the effects of an abnormal status effect.

⑦ Hearts

Displays remaining number of hearts. Characters will become Hopeless if this falls to 1.
Characters will permanently die if this reaches 0.
(*Please note that the protagonist will never become Hopeless even with only 1 heart remaining. However, a Game Over will occur once the protagonist's hearts completely run out.)

■ Professor Yamanobe's Chapter and Homura's Chapter ■



● Professor Yamanobe's Chapter

The prologue. Acts as a tutorial featuring the characters Yamanobe, Kaneda, and Shima.

● Homura's Chapter

The main game. Pick two party members from the five available characters and survive!



■ West Wing Route and East Wing Route ■



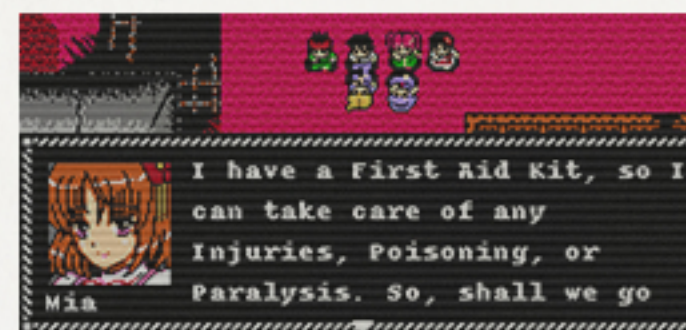
■ Seijiro determines Route order ■

You will be given two choices to determine who will join your party soon after entering the mansion.

● Adding Seijiro to your party will begin the East Wing Route.

Partying with other characters besides Seijiro will begin the West Wing Route

■ Party Formation and Affection Levels ■



● Partner

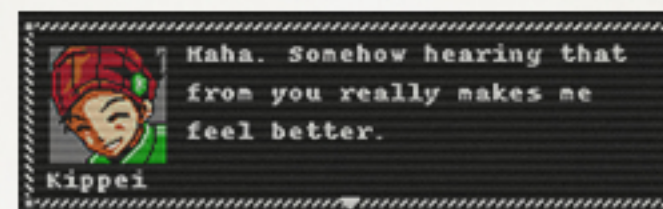
The Affection level of the very first party member you choose will greatly increase upon choosing them. They will, in effect, be treated as your partner and will be a major component of in-game events.

● Affection Levels

Each party member has their own Affection levels, and these levels will increase or decrease based on the following events:

● Bed Talks

Sleeping with a party member will raise their Affection level. Sleep with the same party member numerous times and you just might be rewarded...



● Conversations

Some conversations between you and your party members will occur every once in a while when moving throughout the mansion. Your answers during these conversations will increase or decrease a character's Affection level. These aren't the only instances where such conversations will occur either!

● Healing Items

Giving your party members healing items such as gum or drinks will also raise their Affection levels.

There might even be someone with an item capable of calculating Affection levels...



■ Battle Info ■



① Fear and Status

Displays each character's current Fear and status (for example, when under the effects of an abnormal status effect such as Poison).

② Attack

Attacks the enemy with a character's equipped weapon or fists.

③ Items

Use various different types of items or exchange weapons between party members.

④ Cover (Defend)

Homura is able to use a special ability called Cover. Covering another party member will protect them from an enemy's attack, but Homura will be the one who is attacked instead. Homura Covering himself has the same effect as Defend.

⑤ Escape

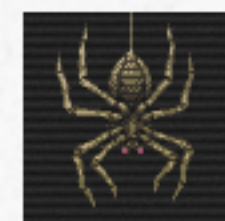
Run away from battle.

⑥ Battle Text

Displays text pertaining to the current state of battle.

● Phobia

Each character has their own respective Phobia. Characters' Fear will raise at the start of battle upon encountering an enemy corresponding to their Phobia. However, their Fear will decrease upon defeating said enemy, so don't Escape if possible!

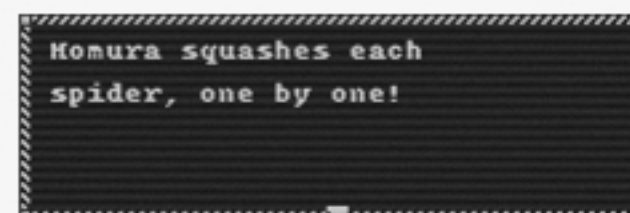


Spiders!!



● Berserk

Berserk characters' attacks are significantly more powerful than normal.



The type of attack will differ depending on the enemy!

● Combined Attacks

There are times when you can combine attacks with the party member with the highest Affection level for Homura. These combined attacks are more powerful than regular ones.



● Item Attacks

Some items can also be used to attack enemies (for example: the Spray Can). Determine which enemies these items are effective against and use them to your advantage!

● Enemy Types

There are five different types of enemies. These include: Insects, Beasts, Humanoids, Spirits, and Abominations. Rikana's Dictionary can be used to check each enemy's type!

However, there may be a few enemies belonging to none of those types...

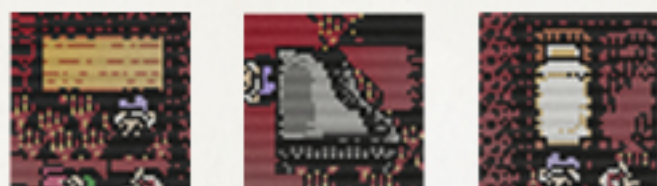
■ Hide & Seek ■



These are special events where you will encounter Fear Incarnate, the mysterious woman lurking in the mansion's shadows. Run, hide, and survive!

● Hide

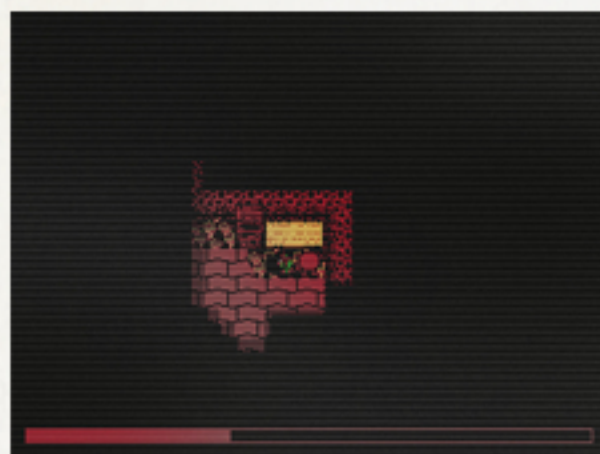
There are several places where you can hide.
You can't hide from Fear Incarnate when it's nearby!



You won't be able to hide in the same place over and over!

● Footsteps

Fear Incarnate will still pursue you even when you're hiding.
Just what will happen once she catches up...?!



It's almost as though that red meter is the sound of your beating heart...



● Battle

It would be wise to not attack Fear Incarnate head-on if a battle with her occurs.
Do not hesitate to Escape!

● Defeat

Fear Incarnate will snatch away any male party members who die (no hearts remaining) during battle with her, and they will never return...



● Tentacles

There exists another enemy similar to Fear Incarnate lurking in the mansion's shadows. This particular enemy will snatch away female party members who die (no hearts remaining) during battle with it.

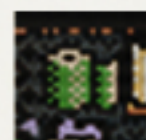
Can you solve the mystery surrounding Fear Incarnate?!

■ Item Info ■



Antiseptic

Treats Poison. Serves the same purpose as Mia's First Aid Kit.



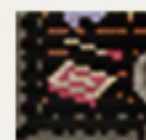
Bandage

Treats Injury. Serves the same purpose as Mia's First Aid Kit.



Small Key?

Opens some simple locks. Serves the same purpose as Yachika's Hairpin.



Matches

Lights up dark areas. Serves the same purpose as Seijiro's Lighter.



Pages 1, 2, and 3

Used to read some text found throughout the mansion. Serves the same purpose as Rikana's Dictionary.



Gum

Slightly lowers Fear.



Cookie

Moderately lowers Fear.



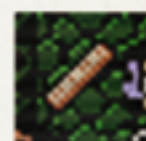
Spray Can

Effective against Bugs. May be useful elsewhere as well?



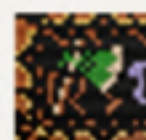
Broken Scissors (ATK: 4 / lb: 1)

Not particularly powerful, but better than nothing.



Wooden Board (ATK: 8 / lb: 3)

Light and easy to wield. Pairs well with female characters.



Small Axe (ATK: 26 / lb: 7)

Powerful, but heavy. Pairs well with male characters.

There are many, many other items and weapons to be found in the mansion!

■ Ero-scenes ■



Many ero-scenes can occur within Ayakoji Mansion's walls. Fall in love with your party members... Or maybe even have them fall in love with each other instead. Includes hetero, yuri, and BL (yaoi) scenes!

Perhaps you can even snatch away another character's love interest too?

● Video Tapes and the history of the mansion.

Several video tapes can be found throughout the mansion that can be played at a tape player.

There may be instances where you'll unwittingly witness past events that took place in the mansion as well...



● Epilogue

Experience an after-story showcasing each couples' lives after their escape!

● How to unlock ero-scenes

Ero-scenes can occur in many ways. For example, when certain enemies defeat you and/or your party in battle, or while you (or another party member) sleeps in bed with a character. Different Affection levels and each party members' status can also trigger some ero-scenes. It'll be tough to unlock them all, but don't give up!

● BL (Yaoi)

Enabling BL Mode in the game's options will allow you to view events and ero-scenes involving the male characters together!

Replay any previously unlocked scenes in the Gallery!

■ Main Characters ■



Homura

The protagonist. Visits the mansion to drop off a key to his Dad (Yamanobe).

Personal item: Plastic Bottle

Effect: Greatly lowers Fear

Phobia: None



Mia

A kind girl who's always honest with herself and others

Personal item: First Aid Kit

Effect: Cures Paralysis, Poison, or Injury

Phobia: Bugs, Spirits, Abominations



Kippe

A friendly guy who can seemingly get along with anyone. He's Homura's best friend, and he's also very into Yachika.

Personal item: Backpack

Effect: Carry additional items

Phobia: Spirits



Yachika

A cheeky, brazen, and self-centered girl

Personal item: Hairpin

Effect: Can pick some locks

Phobia: Bugs, Humanoids, Abominations



Seiji

A jokester with a foul mouth, but by no means a bad person

Personal item: Lighter

Effect: Lights up dark areas

Phobia: Bugs, Beasts, Abominations



Rikana

Always calm and collected, but sometimes cruel as a result. She has a distant, chilly air to her that can make her hard to approach

Personal item: Dictionary

Effect: Can decipher some texts, but try using it on enemies too

Phobia: Humanoids

■ Side Characters ■



Yamanobe

Homura's father. He always sees things in a positive light (perhaps to a fault), but he's undeniably a dependable and trustworthy man. Treasures Homura more than anything.



Kaneda

One of the people Professor Yamanobe tasked with assisting him in his search of the mansion. He's very friendly and well-regarded among his peers.



Shima

One of the people Professor Yamanobe tasked with assisting him in his search of the mansion. He easily loses his cool and will freeze up in fear over the littlest things.



Yuki

A girl shrouded in mystery. Aids Homura in many ways.

Fear Incarnate

A terrifying woman who pursues Homura and his friends throughout the mansion. Don't let it capture any of the guys, or else...

Tentacles

A tentacle monster lurking in the mansion. Don't let it capture any of the girls, or else...



■ Survival Tips ■

Cool
Ayakoji Mansion has consumed many. Heed the hints its victims have left behind!

● Consider your party formation!

The person in the front of your party is more likely to be attacked. Always move Berserk or weak party members to the back!

● Don't carry more weapons than necessary

Whenever carrying multiple weapons, always remember to keep the strongest weapon in your or a party member's first inventory slot. Also bear in mind that you and your party members will act more quickly when they are not overburdened with heavy weapons.

● Use Cover wisely!

Homura's Cover ability is unique to him. Use it wisely and you'll vastly improve your chances of making it out alive.

● Don't be afraid to use healing items!

Don't be afraid to use healing items whenever you or a party member are close to Fainting. And remember: Using healing items will also raise your party members' Affection levels.

● Leveling up removes all Fear!

Try to avoid using healing items when you or a party member is close to leveling up, because once you or they do your Fear will be reset to zero.

● Use the available beds wisely!

Sleeping in bed will completely remove all Fear for you and your party. You can only sleep in the available beds a limited number of times, so think carefully about when it's best to.

● Avoid shadows!

Don't carelessly walk in the shadows, as enemies are more likely to be present.

● Last resort!

Don't hesitate to Give Up if all else fails. You'll start back at the beginning of the game, but your character levels will be carried over!

Die! Die! Die!!

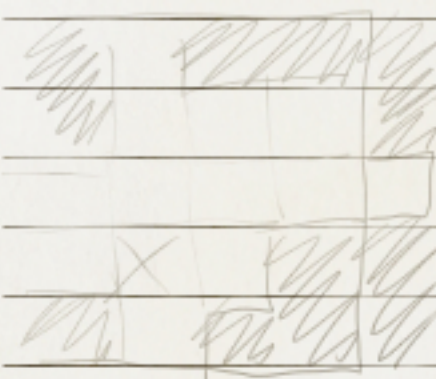


■ Notes ■

No, Yes, Yes

Middle, Right, Left

30241072...?



Girls Harem
Homura, Mia, Rikana

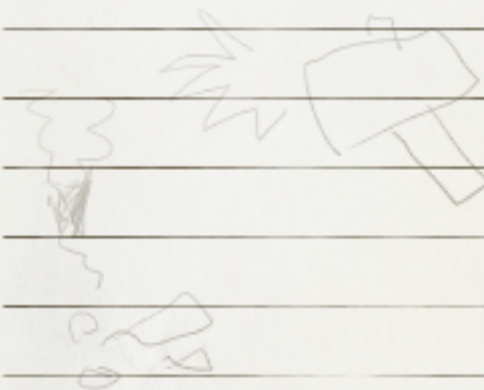
Don't let either of them become hopeless
Give other party item and weapon later on
Raise Mia and Rikana's Affection above 30

T, Ba, M, Bo, E

View the ~~video~~
all 3 girls' endings
Match in Chapel

Break walls with Hammer

Do this after acquiring Mystery Box using Angel Key



Video tapes contain hidden clues..

