

Captain Disaster in: Death Has a Million Stomping Boots



Background

Captain Disaster was the star of a series of short stories written around the end of the nineties / early noughties. I had always intended to make them into a point and click adventure game in the style of Zak McKracken / Monkey Island et al, but lacked the skill to do so. It wasn't until years later that I teamed up with others and eventually adding TheBitPriest to the team, and the game started to take shape.

In between times another game was released, one ebook re-released and 2 further ebooks released about the intrepid captain, but Stomping Boots has always been the most ambitious project to feature our gormless space hero.

Get ready for an electrifying adventure!



How to play

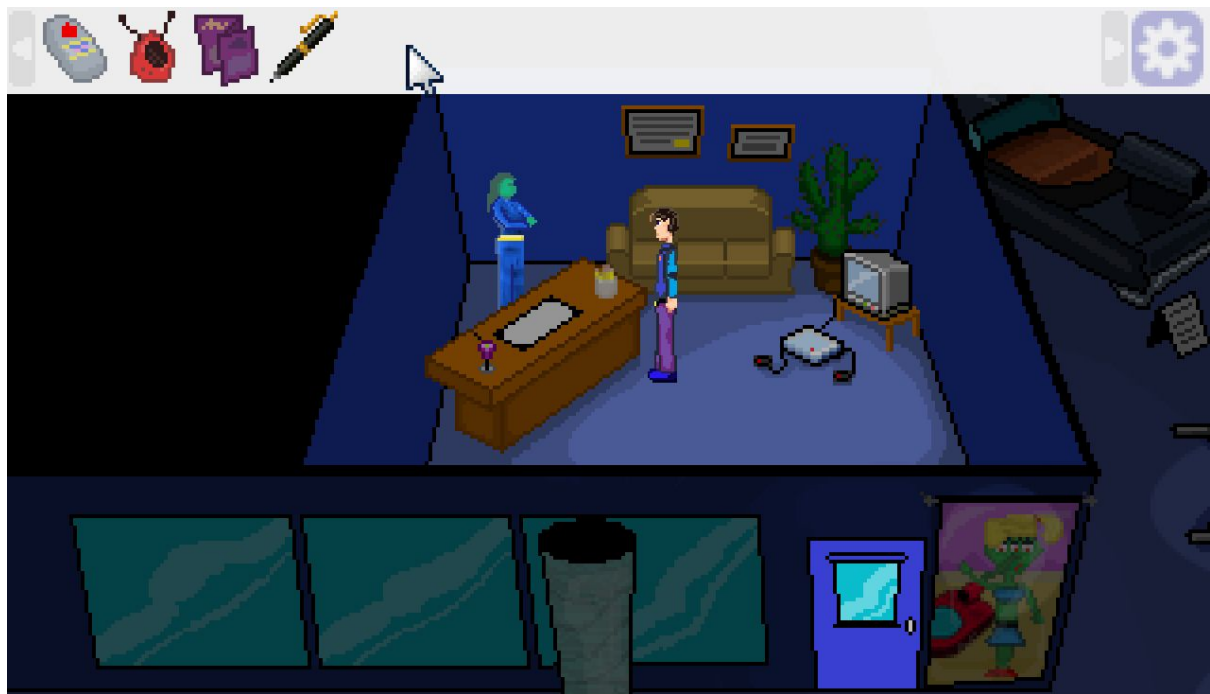
If you have ever played a point and click adventure game before, all you really need to know is that it features a 2-click interface. There you go, job done. But in case anyone hasn't...

The game features tutorial instructions if you need it, but the controls couldn't be much easier really – you just left-click to walk to an area or interact with an object (this includes picking things up, using things, and talking to characters you meet along the way), and right-clicking to look at something.

The in-game tutorial shows on the screen for a few seconds as shown in the screenshot below:



Moving your mouse cursor up to the top of the screen will bring up the your inventory bar and the options cogwheel. You can select inventory objects with the left mouse button and look at them right the right mouse button.



The options menu lets you load and save games, along with adjusting a number of in-game settings.



Other features:

- Clicking the mouse button skips dialogue lines.
- Pressing Escape skips cut scenes.
- Some screens are scrolling, so experiment with where you can move around if you feel you might have missed something.

If you get stuck:

- Make sure you talk to everyone you can. Also, sometimes new conversation topics become available after you've visited new locations or done certain things, so don't always assume that someone you've talked to has nothing new to say.
- Listen to the aliens you encounter – even if they're not talking to you directly, you might overhear something useful!
- We have studiously avoided pixel hunts, so you shouldn't ever be in the position where you have to hunt for a tiny object that you can barely see on screen.
- Don't forget you can sometimes combine inventory items together!
- In Act II, don't forget that the Quadcorder has different functions...
- When you can talk to him, Zero-Bit will sometimes offer helpful hints. (Not all the time... he's *that* sort of computer!)



About Captain Disaster

Captain Disaster Episode 1: Wormhole was what started it all off and was, if my failing memory serves me on this occasion, way back in 1999. A young man with a dream of becoming a writer created the hapless nitwit, and then after it was published in a very small indie press magazine called Visions, edited by Sean Kennedy, it had more

episodes published there and became rather popular with the miniscule readership. I self-published the collection of 11 short stories that I had come up with at that time. Eventually after trying and failing to make a game, I ended up collaborating with others. I have also re-released the original [short story collection](#), and have written two more (longer, standalone) short stories since – one of them based on the other computer game!

Apart from Stomping Boots, there is a freeware game available called: [Captain Disaster in The Dark Side of the Moon](#). This is the one that I wrote short story about which is [available as an eBook for Kindle](#).

After that I also wrote another short story, “[The Damaris Touch](#)”, which is likewise available as a Kindle eBook.

Also don't forget that news will always be posted on the [official Dev Blog](#).



This game is sponsored by **GoldPieces (GP)**, a cryptocurrency designed for use as the in-game currency in various browser based RPG online game. It also occasionally helps funding with offline games, such as Captain Disaster! Check out the [Official GoldPieces Website](#) for more information.

GP Resources:

- Info Site
- BitCoinTalk Thread about GP
- [Trade GP for BTC \(Bitcoin\) on Bittrex](#)

About Team Disaster

When we started developing we had no name for our development team. One of the earliest members of the team developing Stomping Boots, Rob McManus (the one and only voice of Zero-Bit), suggested “Team Disaster” as a joke, and it kind of stuck. So that's what we've called ourselves, “we” being anyone developing a Captain Disaster game (also the team developing the now sadly cancelled Troll Song).

In the beginning, Team Disaster consisted of me (CaptainD) as Lead Designer and whoever else happened to be helping at the time, but during the development of Captain Disaster in Death Has a Million Stomping Boots, TheBitPriest (Owen Riebau) became our Lead Developer and helped to develop the mythos of Captain Disaster and his world, along with the game. As of the end of 2017, Team Disaster consists of both myself and Owen Riebau of Stone Spring Studios. We hope to continue to develop the partnership formed over the past few years, and to bring you great new games in the future.

About CaptainD

CaptainD is my (Dave Seaman)'s online name on the AGS (Adventure Game Studio), with which Stomping Boots was made) and various other places. If you would like to help me make adventure games or simply give me some support if you think my games are cool (hopefully?!), please check out my [Patreon Campaign](#).

If you like indie games and retro games (especially on the Atari ST), you might also want to check out my [YouTube Channel](#).



Acknowledgements

Although he's mentioned in the credits and indeed in the first paragraph of this game manual, I want to again publicly thank TheBitPriest (Owen Riebau) of Stone Spring Studios, LLC for his astonishing commitment to this game. It would never have been finished without him, and there's no way I can adequately repay him for the many hours he's spent on this project.

I would also like to thank TaxlerEndiosk for his work on the demo, it gave us a great basis to work on. It was completely my fault that the scope of the project ballooned out of all proportion to the original plans!

LTGiants2000 also provided not only some great voice acting but a lot of ideas and encouragement during the sometimes thankless days of development. He's had a bigger role in this than he realises, I think.

Thanks also to my long-suffering test team! :-D

Finally I would like to thank Chris Jones for creating AGS in the first place, and for the support from the AGS Community. I feel that Crimson Wizard deserves a special mention for his massive contribution to the engine codebase. As with many of us he's his own worst critic by far, but I've seen what AGS was years ago and what it is now, and much of this is down to him.

We hope you enjoy playing **Death Has a Million Stomping Boots!**



Credits

(Some team members only wanted their forum names used, spaces under “names” are not due to me forgetting to type them in. Probably. Almost definitely. Likewise not everyone has an online handle and shockingly some people go through life just using their real name!)

Role	Name	AKA
Lead Designer, Voice Acting, Sound Effects:	Dave Seaman	CaptainD
Lead Developer, Artist, Additional Voices:	Owne Riebau	TheBitPriest
Voice Acting, Testing:	Rob McManus	LTGiants2000
Programming, Art (original demo):		Taxler Endiosk
Music:	Tom Schryver	KingSeamus
	Joshua Merick	
	Diane Highet	Diamond16
Voice Acting:		Adoxographist
	Clare-Louise Price	
	Eric Galluzzo	Viking
	Ross Kevin Moffat	Mandle
	Anthony Simpson	SinSin
	Heidi Riebau	
	Tomi Kähkönen	WHAM
		Amayiro Akago
	Vicky Millins	
Testing:		Cat
		Tabata
		ArjOn
	Ross Kevin Moffat	Mandle
	Christopher Sacchi	LostTrainDude
	Sidney “Chip” Sacchi	
Additional Art:	Tomi Kähkönen	WHAM
		NickyNyce
	Jack McManus	
Sound Engineering Support:	Les Mayers	Slasher
Video editing (1 st teaser trailer):	Elise Riebau	

Voice Cast

Captain Disaster	Dave Seaman	CaptainD
Zero Bit	Rob McManus	LTGiants2000
Hand Scanner	Rob McManus	LTGiants2000
Sirius Cybernetics Customer Support	Rob McManus	LTGiants2000
Talking Pizza	Dave Seaman	CaptainD
Customs Official	Anthony Simpson	SinSin
Reflectomatrix		Adoxographist
Sir Mix-A-Bot	Ross Kevin Moffat	Mandle
Speeder Saleswoman	Clare Louise Price	
Bank Security Bot	Dave Seaman	CaptainD
RoboBouncer	Dave Seaman	CaptainD
Ground Control	Tomi Kähkönen	WHAM
Alien speech	Dave Seaman	CaptainD
Intro Announcer	Owen Riebau	TheBitPriest
Fembot	Elise Riebau	
General	Owen Riebau	TheBitPriest
Barista	Owen Riebau	TheBitPriest
Waitress	Vicky Millins	
Artist	Dave Seaman	CaptainD
Archeologist		Amayiro Akago
Scientist 1	Dave Seaman	CaptainD
Scientist 2	Dave Seaman	CaptainD
Zero-Bit Female Voice	Vicky Millins	
3 rd Zero-Bit voice and Megapede Console voice synthesised with GoldWave.		

Music Tracks

Captain Disaster Theme and Interlude music by Tom Schryver

“Electric Tequilla” (RoboBar music) and Imperial March (Customs Official music) by Josh Merrick

Marketplace music, Speeder Showroom music, The General’s Theme, Cave music by Diane Highet

Rubbish Dump music courtesy of freesfx.co.uk

Awful RoboMix tunes by CaptainD :-D

To keep up to date with the latest Captain Disaster goings-on, whether that be computer games, eBooks or whatever, point your browser at:

<http://www.captaindisasterthecomputergame.com/>