RED WATERS

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Before playing its enough to read point **1. Warning and important information** (the other points are volutary if you dont know how to install or may be interested in more info) , reading notes and texts in custom story is voluntary, however some papers, mementos and descriptions of items contain useful tips and hints. It is recommended to use tinderboxes because there is no reason to spare any of them.

1. Upozornenie a dôležité informácie

If you are reading this, you are probably English speaking user (or you dont understand Slovak) so if you want to play this custom story in English language, use the English patch (replace the extra_english.cfg in Red Waters file with the one contained in English patch file).

Caution! This is the custom story, mod for horror game Amnesia: The Dark Descent. We do not recommend playing this game to persons, who:

- suffer from epilepsy or other relevant diseases
- have cardio vascular or other serious problems
- Have strong religious meanings or bothered with satanistic and unchristian symbols
- are sensitive and happen to have nightmares / bad dreams
- Do not have any experience with the game Amnesia: The Dark Descent
- Persons under 15 years old
- Also we do not recommend playing all alone in the middle of night (you can at your own risk :))

We do not take any responsibility for any kind of caused trauma :)

We recommend playing for persons, who:

- Have rich experiences with Amnesia: The Dark Descent and search for mods, that are far from normal and regular stereotype
- Brave people and adrenaline enthusiasts
- People, who like entertainment because this is supposed to be enjoyed by the user.

This custom story contains:

- Situations with horror atmosphere
- **Jumpscares** (sudden unexpected scare)
- **Humor / Humour** (sorry for grammar) (some of the used maps contain situations that could make you laugh)
- Regular amnesia monsters
- Water monsters
- Custom monsters (authors name is stated in credits)

- Custom content (stuff that isnt in regular Amnesia)
- Added illustrations, non copyrighted music and sounds
- Autosave and checkpoints (just in case if the game crashes or you get stuck)
- Much more things beyond average (more in the game)

This custom story does not contain:

- Complicated puzzles and difficult challenges that require long brain usage :)
- Boredom – This is a long custom story, however you should not have enough time to get bored.
- Voice acting – no dialogues or monologues were recorded or dubbed
- Full Conversion – This is not a full conversion mod, it starts like regular custom story

For playing, you need:

- Installed game Amnesia: The Dark Descent (Not Machine for Pigs)
- Expansion/ DLC „JUSTINE" (a lot of used content is right from this expansion and without it is impossible to play this mod)
- Powerful computer (at least 4GB RAM because possible lags and framedrops)

More information:
- Expected length of gameplay: 1,5 – 2 hours
- Difficulty: Slowly increasing from the beginning until the end
- Linearity: Maps are quite linear, but also contain voluntary rooms and hidden bonuses
- Creepiness: Who already play the Amnesia this should be a walk in the park :)
- Creation of custom story: It took almost the whole summer vacation 2013 and we have spent more than 300 hours at this.

2.Installation

Mod installation is the same as by any other custom story for Amnesia. The only thing to do is to copy „Red Waters" yellow icon to the file „custom_stories", where you have the others. **If you want to play this in english language, dont forget to use the english patch (just replace the extra english file with the one contained in patch)**If everything went right without any problems, after launching the game you should see the option „RED WATERS" in the Custom story mode in your Amnseia. If this did not happen, or you have other problems with custom story and the problems keep repeating or you need a hint, contact the author on this address: karna1250@gmail.com (Umbakarna). On that e-mail you can also write **positive reviews** or **constructive criticism** (so if you didnt like something, what exactly it is so we could repair it). As for criticism, mind that this is our very first custom story.

3. Story

As the statement „custom story" tells, this contains a story. There are custom stories, that dont have any story in it and focus on pure gameplay. This custom story DOES HAVE STORY even when it is quite simplistic and doesnt have very deep meaning or sad ending.

Story in short: Your character's name is Morten Martin Iversen (picture above, on the right), doctor of natural science (RNDr.), researcher from Iceland, 32 years old. Story takes place in 1902 and everything begins with Mortens identical twin Kristofer Iversen (picture above, on the left) going to an expedition for mysterious elixir called the "Red Water", which Morten needs to create a medicine, that could cure all known diseases. But Kristofer never returned and Morten decided to go and search for his lost brother. Your story begins in Hotel Excelzior, around 50 km from Reykjavik...

4. Used content and copyright

(Warning, this part may contain spoilers)

During custom story creation, we emphasized on the fact, that no used content would violate copyright. All entities, textures, sounds were properly checked before using. If there was a chance of any uncertainities, we guarantee, that no rule / legislation was KNOWINGLY (ON PURPOSE) violated.
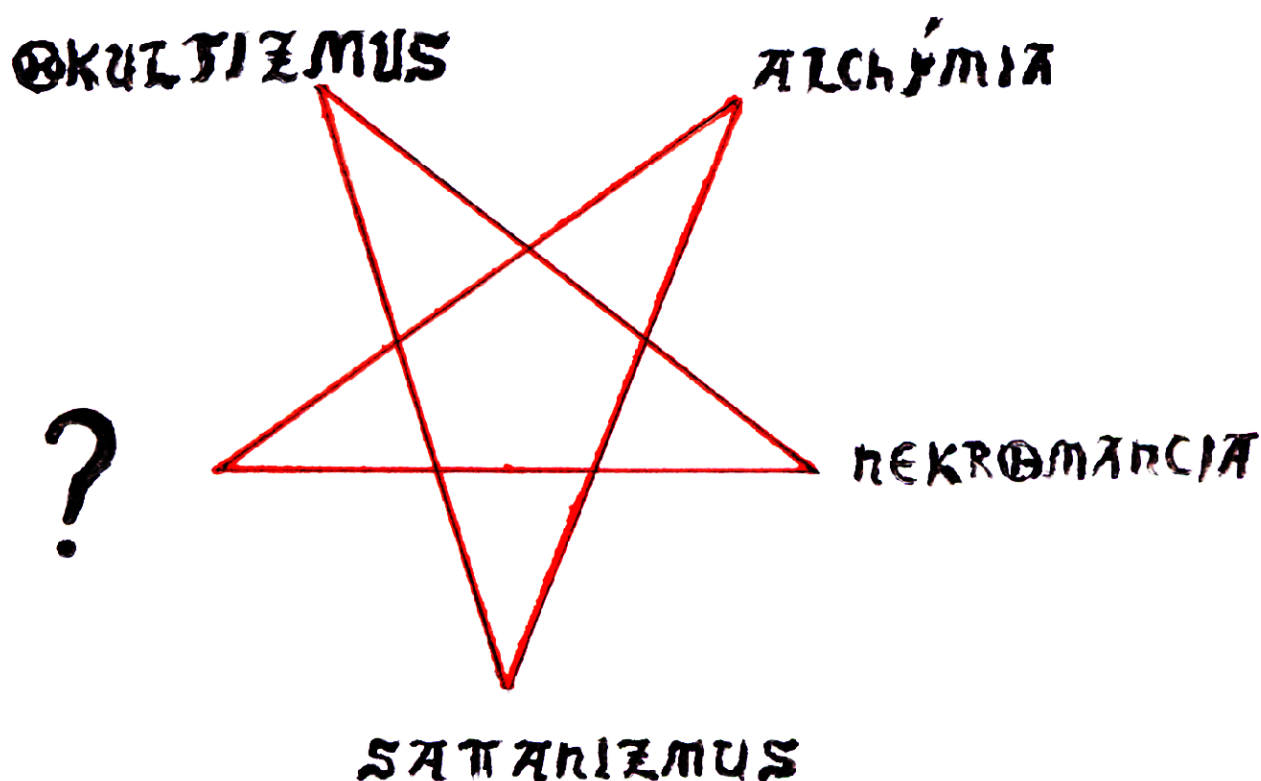
Illustrations for this custom story were mostly drawn all by my self (hand drawing). I know it is not any artistic masterpiece but still better than having problems with using art of other person.

Umbakarna, Illustration author

The used music was taken mainly from website audionautix.com, that contains music without copyright restriction that can be used with no limit if you give credit (sure we did that).

The game Amnesia: The Dark Descent and its content is ownership of Frictional Games. We do not make any profit from the custom story and we do not give any exclusive rights or prohibition to play this custom story, to share it, recording gameplay and so. Use of this custom story is not limited any way except impersonation of the author. We, real authors, (**Umbakarna** alias **umbakarna_x** alias **karna1250** **and Phalanx** alias **Phalanx241**) do not claim any exclusive rights or payment for this custom story.

Used entities and objects

Objekcts like burning cross (powerofjesus) or flying pig were created by myself (Umbakarna)

Objects ragdoll Grut and gruntwtf (idle Grunt monster) were used in so many custom stories with so much authors, we dont even know, who the real author is, who was just lending these and who invented that. Because of that, we did not mention the name of author so the honor for creating that would not go to wrong person. Anybody who REALLY created these entities, good job.

Object infected alias Penumbra monster is ownership of Frictional Games and how did it get to my cpu? I dont know that, maybe it was part of some custom story, that I deleted long time ago. So in this case credits go to Frictional Games.

Object the „Cloaked Man", monster from Custom story „Library of Alexandria" was created by author „ACIES". We highly appreciate his work and we mentioned

[Rel]Library of Alexandria (Short-story)		Threaded Mode | Linear Mode
Author	**Message**	
BIgcheker12 🔒 Junior Member Posts: 30 Joined: Aug 2011 Reputation: 0	**RE: [Rel]Library of Alexandria (Short-story)** **Post: #51** hey 😊 can i use your Monster in my Custom Story? Ill say in the Custom Story That that is your Monster! ———————————— Work in Progress: Big-Dark-House Lost but not alone...	
10-13-2011 09:19 AM 🔍 FIND		✒ REPLY
Acies 🔒 Posting Freak Posts: 1,342 Joined: Feb 2011 Reputation: 58	**RE: [Rel]Library of Alexandria (Short-story)** **Post: #52** Yes of course! Use away. ———————————— SPACIES	
10-13-2011 11:55 AM 🔍 FIND		✒ REPLY
Acies 🔒 Posting Freak Posts: 1,342 Joined: Feb 2011 Reputation: 58	**RE: [Rel]Library of Alexandria (Short-story)** **Post: #29** **Hunter of Shadows Wrote:** ➡ (10-06-2011 08:23 PM) Annoyed at ripping Diablo 2 quote... Other then that was great I tried to recreate the whole sceen, since I think it's powerful and quite awesome - but I could see that it lacks originality 😊 **Khyrpa Wrote:** ➡ (10-06-2011 10:29 PM) Feedback! Lots of! **Spoiler below!** [Click to show] ———————————————————— Also I assume everyone can use your models freely (giving credit ofc)? **Spoiler below!** [Click to show] ———————————————————— Also I assume everyone can use your models freely (giving credit ofc)? - Of course! Use away! ———————————— SPACIES	

5. Credits

Amnesia custom story - Red Waters

Autthors- Umbakarna

- Phalanx241

Special thanks

- Acies, custom monster author

Level design

- Umbakarna

- Phalanx241

Scripts

- Umbakarna

Ideas and suggestions

- Umbakarna

- Phalanx241

Illustrations

- Umbakarna

Story

- Phalanx241

- Umbakarna

English translation

- Umbakarna