

DELUGE

DELUGE is the story of a village under siege. As the village of Figaro begins a dangerous tradition, an evil entity arrives to mark their own momentous occasion. When one of their minions goes rogue, he finds himself the key to Figaro's survival.

Will you protect the people of Figaro, or join in on the chaos?

DELUGE BY RIGGY2K3
WWW.DELUGEGAME.COM

CONTENT WARNING:
SUICIDE REFERENCES, VIOLENCE, BLOOD

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REPORT ANY BUGS IN THE # 🧠 -deluge-bugs CHANNEL
ON THE DZ AND RIGGY DISCORD: <https://discord.gg/2TVAzNSQq9>

DELUGE LINKS:

- **ITCH.IO PAGE:** <https://riggy2k3.itch.io/deluge>
- **RPGMAKER.NET PAGE:** <https://rpgmaker.net/games/12132/>
- **DELUGE MERCH:** <http://merch.delugegame.com/>
- **TRAILER:** <https://www.youtube.com/watch?v=rARNb38iFcQ>
- **ANNOUNCEMENT:** <https://twitter.com/riggsbass/status/1451573949788213255>
- **TWITCH CATEGORY:** <https://www.twitch.tv/directory/game/Deluge>

CREDITS

Written and developed by

Riggy2k3

Developed in

RPG Maker 2003

by Kadokawa Games

Graphics

Riggy2k3

VIPRPG Material Storage

Charas-Project Resources

Koopakush ([Shadow Seeker](#))

Team Nonsense ([Toilet in Wonderland](#))

Music

Jazzweather

Those Damn Bloodsuckers

Midnight Laboratory

Daphne Oram

Sound Effects

Riggy2k3

bennymakesgames

1amtrain ([Cold Scream](#))

gadesx ([Resident Evil Demake](#))

Marlex ([Vampire's Dawn](#))

& the freesound.org community

RPG Maker Gurus (Influence)

KoopaKush

Calunio ([Beautiful Escape](#))

Superstroke ([Polixiuhs](#))

Giznads ([Nihilo](#))

Xargoth ([Nightmare Invasion](#))

Team Nonsense

BingShan1024 ([Maniacs_patch](#))

Playtesting/Bugtesting

DZPG1

Codapill ([Fragments](#))

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Bennymakesgames

Sabeden

gimmer_ ([Slimetank](#))

bennymakesgames

UPRC ([Blackmoon Prophecy](#))

Special Thanks

Vagabond Dog ([Sometimes Always Monsters](#))

ManDeJan (Farm Game)

Harmless Games ([Lockheart Indigo](#))

Narcodis ([The Looming Spire](#))

Winter the Ghost ([Bedroom Eyes](#))

KindaEvilGenius1

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MikeyBlighe

David "Cherry" Trapp

The RM2k3 Discord

The Riggy & DZ Discord

The Vagabond Dog Discord

RM2K(3) RECOMMENDATIONS

THE FOLLOWING GAMES ARE ALL FANTASTIC ONES DEVELOPED IN RPG MAKER 2000/2003 THAT HAVE BEEN THE STRONGEST INFLUENCE ON DELUGE. PLEASE GIVE THEM A SHOT AND SUPPORT THE DEVELOPERS!

- **THE LONGING RIBBON**

<https://rpgmaker.net/games/390/>

- **BEAUTIFUL ESCAPE: DUNGEONEER**

<https://rpgmaker.net/games/2068/>

- **SHADOW SEEKER**

<https://rpgmaker.net/games/11284/>

- **NIHILO**

<https://rpgmaker.net/games/5796/>

- **TOILET IN WONDERLAND**

<https://memoriesoffear.tumblr.com/post/72682203855/toilet-in-wonderland-toilet-in-wonderland-is-an>

- **POKEMON: NIGHTMARE INVASION**

<https://rpgmaker.net/games/5497/>

- **POLIXIUHS**

<https://rpgmaker.net/games/9279/>

- **RESIDENT EVIL DEMAKE**

<https://rpgmaker.net/games/3825/>

- **VAMPIRE'S DAWN (ENGLISH)**

<https://rpgmaker.net/games/4626/>

- **END ROLL**

<https://vgperson.com/games/endroll.htm>

WALKTHROUGH

I. An Opportunity

II. In Memoriam

- a. Locate the Figaro General Store
 - i. Find the House Key, Sword & Shield
 - ii. Encounter **Kenneth** the shopkeep
- b. Visit the northwestern house.
 - i. Go upstairs.
 - ii. Visit the third bedroom

III. Purpose

- a. Visit the inn
- b. Defeat enemies
 - i. Sandro the Skeleton
 1. Find Sandro harassing a woman at the bridge
 2. Battle **Sandro**
 - ii. The Mimic
 1. Find the house to the west
 2. Open the chests, find **The Mimic**
 - iii. Art Ghoul & Canvas
 1. Visit the art studio to the north
 2. Take the three paintings
 3. Visit the Mansion to the east
 - a. Locate the Mansion Key in the bathroom (far right door)
 - b. Enter the far left room, place the paintings
 - i. Solution: Sea Journey, Our Home, Adi's Flowers
 - c. Take the Mansion Key, use it on the middle door
 - d. Fight with **Charity**
 4. Take the Woman's Portrait to the art studio and place it on the empty picture frame
 5. Encounter and defeat the **Art Ghoul**.
 - iv. Find Cloak in the north house
 1. Fight Cloak to save the villager
 2. Acquire the Summon technique
 3. Cloak exits to the world map
 4. Locate and defeat **Cloak**
 - v. Find the skeleton bards in the inn (must kill all prior enemies sans Cloak)
 1. Defeat the **Skeleton Bards**
 2. Grab the Basement Key toward the basement steps
- c. Go to the basement in the inn

- i. Traverse the basement (don't die)
 - 1. Locate keys, open doors, avoid monsters
- ii. Find Ganglim at the end of dungeon
- iii. Escape the basement

IV. Starting Over

- a. Escape the wine cellar
- b. Find the skeleton at the inn
- c. Light all five of the fireplaces
 - i. Figaro General Store (center)
 - ii. Family home (northwest)
 - iii. Mora's Residence (west)
 - iv. Figaro Bed & Breakfast (southeast)
 - v. Charity's Home (east)
- d. Return to the shack
 - i. Place your hand on the slab
 - ii. Visit the Shack dungeon (don't die)
 - 1. Press the first slab, head left
 - 2. Press the next slab, head right
 - 3. Enter the door to the dungeon
 - 4. In the dungeon, follow the path on the slab in the Shack (left, down 2x, right 2x, down) pressing each of the switches on the statues. Head down the steps into the Wizard's domain.
 - iii. Defeat the **Wizard**
 - 1. Get the Holy Dagger

V. The Dagger

- a. Head to the Family home
- b. Visit the second bedroom, go up the stairs
- c. Go to the balcony
- d. Defeat **Ganglim**

BOSS GUIDE

Monster	HP	MP	XP	Weakness	Gimmick
1 BREAKING AND ENTERING (CENTER OF TOWN)					
1. Kenneth	225	X	11	Sword	Pacify 4 times
2. INTERJECTING A MURDER (SOUTHWEST ENTRANCE)					
2. Sandro	400	X	12	Fire	Need healing items
3. FINDING THE MIMIC (WESTERN HOUSE)					
3. The Mimic	700	X	13	Fire	Summons Wisps
3. A FRIGHTENED WOMAN (EASTERN MANSION)					
4. Charity	150	X	11	Fire	Pacify 5 times
4. THE ART IS ALIVE (NORTHEASTERN GALLERY)					
5. Art Ghoul & Canvas	400 200	X	14	Thunder Fire	Weak against magic
5. THE SEEKING MAGICIAN (NORTHERN HOME)					
6. Cloak	1000	X	0	None	Weak against Summon
6. YOU SKELLY BARDS! (SOUTHEASTERN INN)					
7. Xsi Nagash Nimbus	250 250 250	X	13	Fire Fire Sword	Strategy
7. BENEATH THE COBWEBS (SOUTHERN SHACK)					
8. Wizard	1000	X	0	None	Pacify 4 times
8. FINAL MEETING (NORTHWESTERN ATTIC)					
9. Ganglim	???	X	0	Holy	Pacify 4 times, use Holy Dagger