



T H E A R T O F

INSANITY

C L I C K E R

THE ART OF
INSANITY
CLICKER

C O N T E N T S

I N T R O D U C T I O N

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M O N S T E R S
CHAPTER 1

A substantial number of modern popular games went for a cartoonish art style and easy-going atmosphere. Life can be stressful and unpleasant at times, yet games can compensate with easy and sugary tales of success.

Surely most people would prefer innocuous pastime with fluffy mammals and various sweets, not stalking through derelict halls to seek out some unholy abominations of human ingenuity and insanity to club them to death.

Others know or feel that life can be cruel indeed. And while torturing players isn't the goal of this game, reminding them of how fragile and warped can body and soul become if left to wander in dark corners of the Earth is.





Drowned



Lobotom



Devout



Grand inquisitor



Demogorgon



Pilgrim

INSANITY



Mistress



Elder



Centaur



Lanzo Krauz



Wolfgang the Butcher



Doorkeeper



Carnage

A former hammer thrower. After years of exhausting practice she had a few minor successes and even won a spot on the national team. However, things turned out differently than anyone could have expected. The road to international success was thorny and difficult. The closest competitors were eliminated first. When her coach started to suspect her, his time came as well. Her penchant for brutal killing grew relatively quickly, and was spurred on by the rumors in the tabloids. The more the journalists wrote about her, the more savage the murders became. Paradoxically, Elisa turned herself in, which attracted even more attention. She won fame and glory, but not in the arena.

Alan Grant

A sectarian pyromaniac. He came to fervently believe in the advent of a new deity and joined a sect known as "Serpent of Fire". Those wholly unremarkable and entirely harmless fanatics didn't draw the attention of the authorities until their first "actions". These actions began at the time when Alan reached the top of the sect's hierarchy. He interpreted fire as more than a symbol of worship, but as a weapon. A wave of arson attacks swept across the city. Ritual burnings and self-immolations inflamed the imaginations of those who read the crime columns. The pyromaniac was caught, but he pleaded insanity and so was sent for treatment in a forced labor institution. Ironically, he was assigned to the crematorium.

Hugo Van der Weiden

He joined the army as a volunteer. He was mocked by his fellow soldiers and unit commander for his weight. He was twice admitted to sick bay as a result of nervous breakdowns. Toward the middle of his service term he became so obsessed with his weight that, to the officers' astonishment, he made a huge leap in personal development. He became the pride of his unit, but on his last night he shot dead half the base. After that he went into hiding for several years. The army had created a killing machine, but had failed to control it. For two years Hugo worked at children's parties, but that didn't get rid of the beast inside him. At one of the events a drunken father made a crack about Hugo's weight and the beast broke free of its chains. Hugo, realizing what he had done, gouged out his eyes so he didn't have to look at the horror he had wrought. But it was already too late - the blood lust that had awoken in him carried him still further. The blind maniac was captured and subdued two days after that tragic event and was sent for treatment.



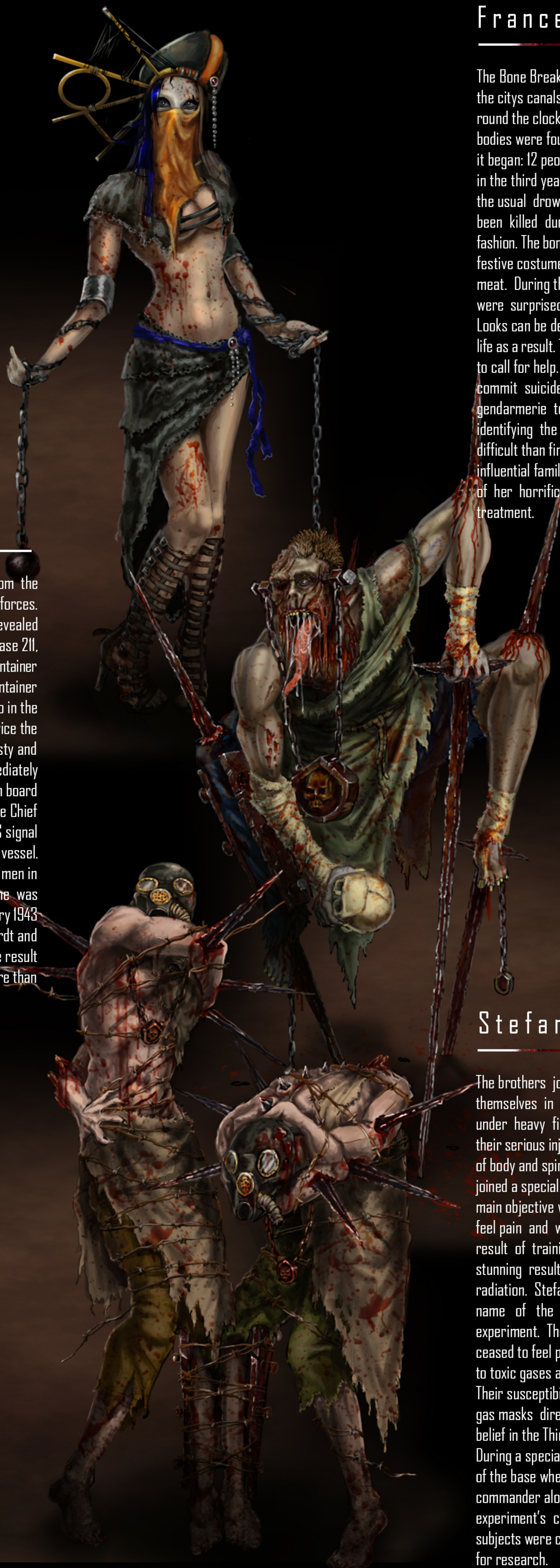
The Bone Breaker of Venice. Each year during the carnival the city's canals were places of horror. The police worked round the clock but there was little they could do. Drowned bodies were found in the canals every year, but this is how it began: 12 people in the first year, 14 in the second and 21 in the third year. What marked these out as different from the usual drownings was the fact, that the victims had all been killed during the carnival and in the most brutal fashion. The bones of the deceased had been crushed - their festive costumes looked like colorful wrapping for minced meat. During their watch one night, a pair of gendarmes were surprised to glimpse a girl right at the crime scene. Looks can be deceiving, and one of the gendarmes lost his life as a result. The other was seriously injured but managed to call for help. During her arrest Francesca attempted to commit suicide, but it was a matter of honor for the gendarmerie to seize such a dangerous criminal. But identifying the girl as the killer turned out to be more difficult than first thought - Francesca came from a very influential family of untold wealth. She was found innocent of her horrific crimes and was sent to the hospital for treatment.

Walter Spinne

In the middle of May 1945 a German U-boat from the "Führer convoy" formation surrendered to Allied forces. During interrogation the commander of the vessel revealed that they had travelled to a base in Antarctica, Base 211, where they delivered cargo and picked up a strange container along with eight crates of documents. Opening the container had turned out to be fateful. A creature, referred to in the documents as the "Fang of Fenris", broke free. Twice the height of the tallest crew member, quick, bloodthirsty and resembling a huge spider, the creature immediately launched an attack. Most of the crew and the PoWs on board were ripped to shreds in a matter of minutes. The Chief Officer and two sailors managed to send an SOS signal before the beast got to them. The navy stormed the vessel. They managed to capture the creature, but lost 15 men in the struggle. The files stated the creature's name was Walter Spinne. He joined the Antarctica base in January 1943 as the personal bodyguard of one Professor Burkhardt and agreed to take part in a series of experiments. The result of those experiments ultimately took the lives of more than 300 soldiers, including 25 officers.

Stefan and Hans Craig

The brothers joined the Wehrmacht in 1938. They proved themselves in battle. Their airborne assault unit came under heavy fire during the Mercury operation. Despite their serious injuries, the brothers survived. Their strength of body and spirit had stood them in good stead. They both joined a special SS unit called "Odin's Wolves". The unit's main objective was to create supersoldiers who would not feel pain and would resist the effects of poisons, all as a result of training and chemical experiments. The most stunning results were achieved after experiments using radiation. Stefan and Hans were in peak form, so in the name of the Führer they volunteered for the bold experiment. The results were astounding. The subjects ceased to feel pain, but they became extremely susceptible to toxic gases as well as being completely uncontrollable. Their susceptibility to toxic gases was solved by implanting gas masks directly into their bodies. Only their undying belief in the Third Reich kept them under control. During a special operation the Allied forces seized control of the base where "Odin's Wolves" were stationed. The unit commander along with Professor Herbert Burkhardt, the experiment's chief scientist, vanished into thin air. The subjects were captured after a fight and were handed over for research.



They were finally caught in 1972 near the town of Chelm, Poland. People had started going missing at night with their bodies found chopped to pieces soon after. All attempts by the police and army to track down the culprit came to nothing. Anyone who had a lead on the whereabouts of the "Hissing Shadow" (the peoples name for the nighttime predator) met their ends swiftly and in agony. At long last a dozen volunteers drove the "Shadow" into a trap set in an alley, blocking the exit with a truck. To the amazement of all, the predator turned out to be a pair of conjoined twins. The captured creature attracted the attention of scientists from around the world. The twins were released under strict military surveillance in order to lead the authorities to their den, revealing new details about their origin.

Susanna and Anita Boleslavsky were not born conjoined twins, but were made so as the result of a terrible experiment. The brutalized and disfigured girls survived in that form for over three years. Searching for food, they wandered through junkyards, cellars, alleys and the open streets at night, seeing no difference between a dying dog or a passer-by. Many interesting and even sensational artifacts were discovered in the dusty corners of their lair. Old documents stamped with "SS" and reports signed by one "G.B." were the finds that caused the most scandal. In his reports, the mysterious G.B. referred to Susanna and Anita as "Hel's daughters"

Harrod and Gerda

These two terrorized a town in the western part of Sweden for a long time. Their names were whispered on every street corner. Newspaper headlines, TV news and radio stations had endless coverage of their crimes. The bloody satanic rituals they performed sparked the imagination of hundreds. Their ingenuity and cruelty had no equal, not to mention their talent for evading the authorities. Horrifying to some, they nevertheless drew the attention of all social classes, giving birth to an entire sub-culture. Ultimately the unlucky copycats were themselves found dismembered with a Copyright sign marked in blood on the wall at the scene. This pair were unique because of how well they complemented each other. The naturally petite sister Gerda was the brains of the operation, a stronghold of cruelty with cunning and resourcefulness beyond measure, all contained within that frail form. Among Harrods defining features were his immense power and natural dexterity, uncommon for someone of his colossal build, but most important of all was his overpowering love, affection and obedience toward his sister. Later, after they had been caught and imprisoned, it came to light that since childhood the brother and sister pair had been raised and educated by a doctor who spoke with a typical Western European accent. He educated them and he also gave them medical treatment, but for what, they never knew.

Adelaide Shalza

A strange creature locked behind the walls of a mental institution for many years. The history of her illness had already been written in detail by her former fiancé, now deceased. The reports indicate that Adelaide is the daughter of one of the first astronauts sent to space at the end of WWII as part of the "Mjollnir" secret tests of the FAU-8 rocket. The tests were successful, and the astronaut returned to Earth and lived for another 6 years before disappearing without a trace. His daughter came under the care of a professor named Burkhardt. In her diary Adelaide describes him as strange and reserved man, who came only to administer injections and make notes in a book. She feared him. The professor vanished just before she came of age and Adelaide's life changed. She met Ulrich, a young student at the Medical Academy. They spent several years together and decided to get married.

From the records of Ulrich von Gaud:

April, 13.

"A few weeks left before she turns 20, but no traces of any "changes" have appeared so far. I think the professor must have been mistaken..."

April, 19.

She has started having powerful headaches, we've called an ambulance twice, perhaps we'll have to postpone the wedding. Adele is begging me not to change anything...I'm beginning to worry."

April, 27.

"Adele spent her 20th birthday in a half-conscious state, but that night I found her leafing through my reports. How did she find them? When I caught her reading them, she looked at me in horror and asked, "Ulrich, why?" before fainting."

That night Ulrich went missing, his body was found disfigured and disemboweled a week later not far from their home, in the wasteland.

Adelaide was found a while later. She had changed. She was no longer human.

Karl Magnus Iverman

A promising weightlifter. Joined the SS as an instructor in physical training. This is where he met his brother, with whom relations were tense and marked with constant conflict and struggle for dominance. Once Karl was called to a meeting at night, where he first met Baron von Ritte, who hired him for a special service. At first everything was plain sailing. Pacifying aggressive subjects wasn't a difficult task. But then his brother appeared and their conflict broke out with new force. It then turned out that the experiments of Baron and his colleague, Professor H.B. (Karl knew nothing more about him), became more and more audacious. Pacifying subjects required more strength. His first injuries influenced his decision to undergo some slight body improvements. The Baron kindly agreed, and so Karl began his new life. New rank, new responsibilities, new opportunities. Strangely enough, after the operation he felt different, not without side effects of course. The number of fits of violence soared, but Karl was able to deal with this to his patron's delight. Later Professor H.B. took over the leadership. Over time drug doses continued increasing, which turned Karl Magnus Iverman into a faithful and deadly guardian.

Otto Magnus Iverman

From his early childhood he was at loggerheads with his brother. Karl was bigger, which is why constantly beat the pants off Otto, but the boy never gave in. When Karl left to practice weightlifting, Otto decided it was time to part ways with his brother. He took part in multidiscipline sports: running, swimming, shooting, and biathlon in winter. He joined the army after one of his tournaments. He didn't become a private, but an instructor of SS special forces units. This is where he met his brother Karl again, who was also enrolled in the army. Otto was very happy to be assigned to the security squad of Professor H. Burkhardt. He was to accompany the professor during subject rounds. However, the appearance of Karl put Otto off his stride. As if fate itself caused the two brothers to clash. Karl held a similar post, but worked for a colleague of the professor - Baron von Ritter. After a meeting with his brother, Otto told professor of his constant confrontations with his brother, and Burkhardt agreed to help. The use of skeleton strengthener and muscle builders brought Otto Magnus Iverman closer to his new role. The role of executioner, whose main objective was to "mop up" after the scientists by getting rid of witnesses and eliminating unsuccessful experiments. The hope that his brother would be his next target was Otto's driving force.



Cyber Adjunct v.3.5

From H.B.'s notes:

"They make me proud. The war has given me research materials and with time they have become simply perfect. These easily controlled, efficient and moderately aggressive mechanisms are distinct from the rest of my experiments for one advantage - simplicity of production."

"Their brains maintain a minimum level of activity, and the program ensures their multi-functionality. I doubt installing any manipulators would be beneficial at all. I believe that any awareness of their value could lead their consciousness to rebel. Switching them off is relatively easy, but it's going to be so boring without them."

Frau Angelina Burkhardt

From the archives of H.B.

"Today I've been visited by a sister of my good friend Georg. My God, how cute she was. Her smiles and laughs are a light of hope amidst the sea of blood and wrecked metal..."

"Georg approves of our wedding with Angelina. It's a pity the war leaves me little time to spend with her..."

"Fear of losing Angie is driving me mad. I can't create right any longer, I'm making mistakes, accidentally killing the specimens while barely beginning..."

"I've made the decision. It took almost a year to develop the formula. Still having bad dreams. Read a letter from Angie to Georg. She worries for nothing. When I'm done, everything will be wonderful..."

"In the meantime I engaged in developing a regenerative solution to prolong the specimens' life period and aid their recovery. Unfortunately I can't replicate its effects outside the chemical tanks..."

"Yes, the formula that will bestow Angie with eternal life is ready. The time of injection is near..."

"Curse upon me! I was so wrong! Must have been the insomnia, I erred in the process. To keep Angie alive I had to put her into a regenerative tank. She's alive, for now..."

"She hates me..."

"By only a miracle I was able to prevent her suicide. I'll have to reprogram the tank manipulator. The manipulator will have to feed and protect her now."

"I can't look into her eyes any longer.

I shall never return here..."

Baron Hieronymus Georg von Ritter jr.

From Professor H.B.'s personal notes.

"With swords in hands and Odin's fire filling our chests we broke with Baron von Ritter into this world. Two young talented scientists nurtured with faith of our ancestors."

"March '39.

We divided our duties with George. His name and esteem in the society provide us with support from the Reich, while financial means guaranteed by the von Ritter family allow for unlimited exploration. He's an outstanding scientist, yet afraid to take risks."

From Angelina von Ritter's letter:

"My dear brother, I failed to meet you again, you're back in Berlin. You must have forgotten me completely. I met your friend Herbert. He's well-mannered, but seems to get confused like a child."

Baron von Ritter's memoirs:

Beginning of May, 1945.

"This is a failure. We run like rats from a sinking ship. During a hasty retreat I was shot in the lower back. Apparently, I won't be able to walk again."

November, 1945.

"Herbert is a miracle-worker. I was supposed to be paralyzed like hundreds of others, who got similar injuries, but I'm fully able. Angie wrote me yesterday, she says Herbert has been behaving strangely, and she is concerned about him... and about herself too."

From H.B. notes:

"Georg gave up completely. Why all this rubbish about Holy Lance and Holy Grail would even bother him after so many years? He'd better deal with what he does best."

January 5, 1950

"Farewell, my brother, my battle comrade. Baron Jerome Georg von Ritter committed suicide. Interesting enough, the mechanism I created for him continues to operate. I'd better wait a little with the funeral."



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R O O M S
CHAPTER II

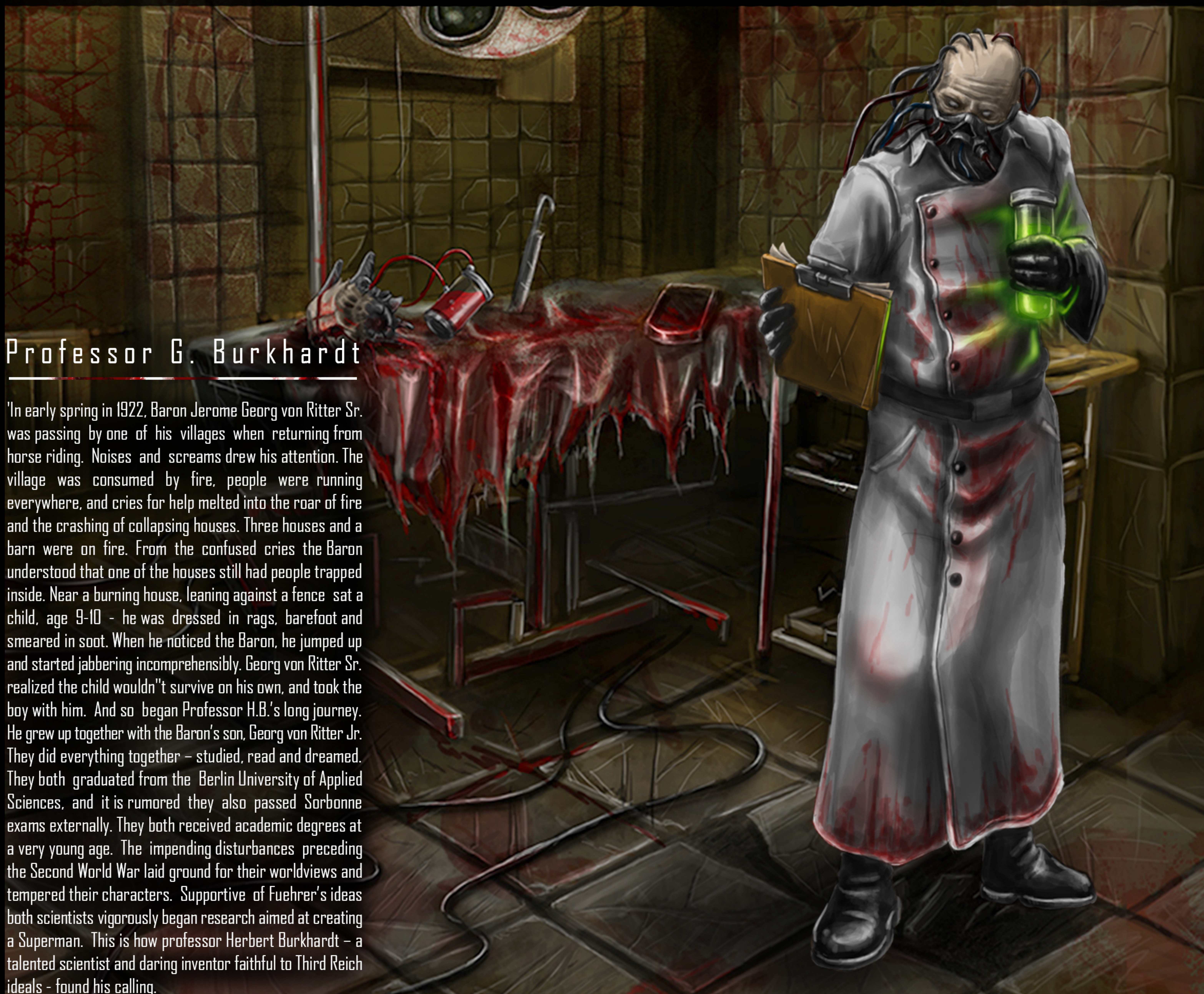
Any building is a history, any edifice is a testament of people who build and use it. Game levels tell their story too. What had transpired there, who used this room and for what depraved pursuits? The walls are silent.

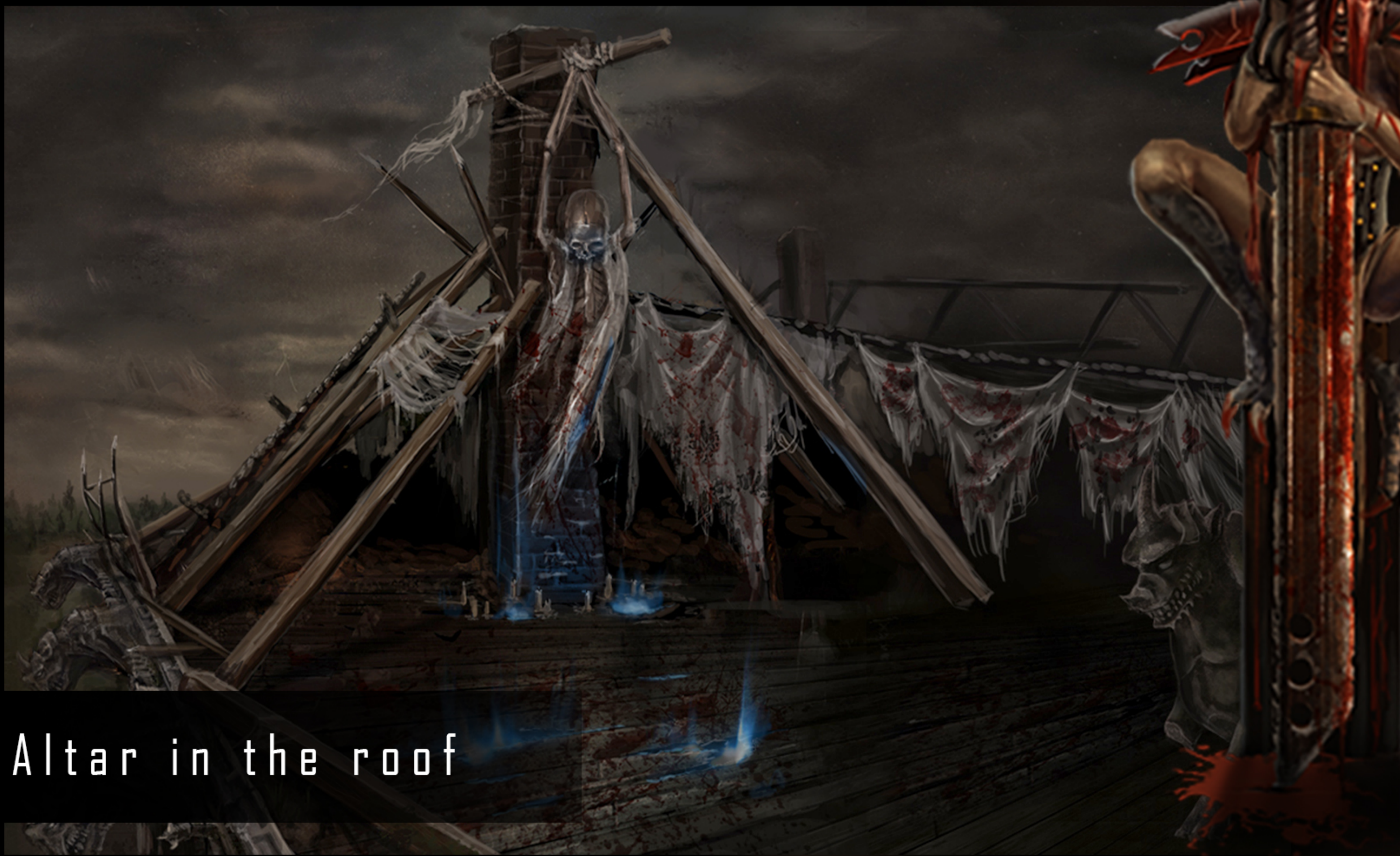
Yet the human mind is capable of moving through time, gathering hints of events long forgotten and hidden. The minuscule details, the unnerving patterns, even the hue and borders of blood spills tell their part of the story.

Places and loci of insanity are as lively as the characters inhabiting them, if one knows how to look on them. Let them tell their history, however insipid or unnerving it may seem to some people, sane and other.

Professor G. Burkhardt

'In early spring in 1922, Baron Jerome Georg von Ritter Sr. was passing by one of his villages when returning from horse riding. Noises and screams drew his attention. The village was consumed by fire, people were running everywhere, and cries for help melted into the roar of fire and the crashing of collapsing houses. Three houses and a barn were on fire. From the confused cries the Baron understood that one of the houses still had people trapped inside. Near a burning house, leaning against a fence sat a child, age 9-10 - he was dressed in rags, barefoot and smeared in soot. When he noticed the Baron, he jumped up and started jabbering incomprehensibly. Georg von Ritter Sr. realized the child wouldn't survive on his own, and took the boy with him. And so began Professor H.B.'s long journey. He grew up together with the Baron's son, Georg von Ritter Jr. They did everything together - studied, read and dreamed. They both graduated from the Berlin University of Applied Sciences, and it is rumored they also passed Sorbonne exams externally. They both received academic degrees at a very young age. The impending disturbances preceding the Second World War laid ground for their worldviews and tempered their characters. Supportive of Fuehrer's ideas both scientists vigorously began research aimed at creating a Superman. This is how professor Herbert Burkhardt - a talented scientist and daring inventor faithful to Third Reich ideals - found his calling.





Altar in the roof

People have uncanny relations with hospitals, more so with asylums. We have to suffer small pain at hands of a doctor to escape a much more painful fate later – it requires courage as well as trust. But doctors are humans, and humans are prone to errors. For many hundred years medicine literally buried its mistakes. Psychiatry is a relatively young field, and it has yet to acquire the authority more traditional fields of medicine possess. Psychiatry too is prone to errors or even voluntary atrocities, as power over patients may corrupt psychiatry's mind.



Ambulance garage



Greenhouse

An asylum protects society from its wildest members, as well as wilder people from society's anger. But it cannot just keep them caged indefinitely, unless the warden decides so. Ideally patients are to be relieved with traditional remedies deemed beneficial by the society: creative labor and religious observance. Tending to both life and soul should help asylum inmates to tend to their own problems and to help each other surpass their condition. But the reverse is also possible. Where depravity reigns, malicious intent will corrupt even the beautiful and the holy. Especially the beautiful and the holy.



Delirium



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Desecrated chapel

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Asylum ward



Asylums and madhouses had left a continuing impact on society. An impact lasting enough for players to wish to taste the bedlam from gaming distance.

Hazardous inmates wardt

Shaman and Bloodthirsty Ali



PvP zone sketch and art



INSANITY



Warden's room



Crematorium



Floor maps



Attic

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CHARACTERS

CHAPTER III

Trinkets, baubles, curios - all humans have this innate instinct to collect. Sometimes even to use, eat or modify. When humans try to use their trinkets to modify and eat other humans, they are sent to an asylum to continue there.

When left in a severely dangerous place lacking in resources, such as an asylum cell, a devious mind left to wander on its own will still find a way to express itself. More so if left to wander the said asylum.

To enjoy safe containment rooms full of dangerous murderpsychos dressed in Ward Number 6 latest fashion, complete with semi-real augmentations provided by caring medical personnel - what could go wrong?





Female sets



Male sets



Halloween

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PETS
CHAPTER IV

Humans are very social creatures and enjoy the company of others. Psychos enjoy others somewhat less. Still they are likely to find friends, pets or minions, imaginary or no, wherever cruel fate may throw them into.

For how can one hope to surpass his debilitating condition, or at least extract some joy from his surroundings, while being left utterly alone? There's a good reason why small children and adult madmen imagine friends.

Cybernetic abominations, hulking horrors, fluffy mammals and other childhood friends warped in the mind of a madman are always eager to accompany him in the endless battle with monsters imaginary and real - for a price.



INSANITY



Dendroid



Mutalis



Shroom



Froglodyte



Techscarab



Flea



Orezan



Rafael



Psina



Kalima

Sundew



Bat

Scorpion



Jellyfish

Gibling



Deathfang

Snail



Centipede

Wogon



Pollywog

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PROMO ART

CHAPTER V

Can promotional art pieces be considered proper art? Or is it nothing but plain copy-pasting of a semi-nude whore Number 68 with some gimmicks added into a shiny and chrome scenery vaguely reminiscent of a game level?

Wonder no longer, as our imagery promotes a game about clinical insanity, physical violence, mental suffering, compulsive behaviour, unorthodox religious practices and psychiatric abuse. Horror happens.

Whatever is promised by our promotional imagery will be delivered in bulk. As true art preoccupies itself with Beauty and Truth, our imagery tries the same in game form. The beauty is perverse, but it is there.



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THE END...

