

Vampire Hunters



Game manual:

Getting started

Before running the game please install the latest DirectX. It is included in Vampire Hunters/ DirectX directory. Just run DXSETUP.exe

Also it is recommended to update your graphics card drivers. (Download it please from your graphics card manufacture website)

If you receive a missing dll error message or the camera inside game is bouncing too much it is most probable that you have not installed the DirectX and / or you are using a generic windows graphics card drivers instead of your cards manufacturers (Nvidia or ATI).

Run the game with VampireHunters.exe

Controls

In order to satisfy as many players as possible (their control style), the game includes three different types of controls systems:

Keyboard: Classical controls use keyboard **Arrows** for movement and the **Enter** button for confirming action or selection.

Mouse: Vampire Hunters can be fully controlled by the mouse. The **mouse movement** adjusts the rotation of the camera, the **left mouse button** moves the character in the selected direction and confirms the dialogue choices and the **right mouse button** selects action (the same as pressing Enter on the keyboard).

Mixed: The most comfortable means of game control. Character movement is carried out by the **W, S, A, D** keys with the left hand on the keyboard (the control system utilized in action games.) **Mouse** is controlled by right hand handling the camera movement and action selection. (can also be used with a left-handed mouse and the right hand on the keyboard using the Arrows.)

Bringing up the menus is common for all three types of game controls:

ESC – Main game menu.

I – Inventory. Items are divided into four categories: Weapons/Clothing, Healing potions/Amulets, Spell runes and Adventure items. In the right part

of the inventory menu there is a quest log.

C - Character menu containing a detailed description of character's parameters.

L - Spell menu containing a detailed description of individual spells and necessary runes.

F5 - Quick save.

Combat

Combat menu:



- **Attack** - Performs a weapon attack of your choice. The list of choices depends on your weapon type, your character's statistics and also on your skill with the actual weapon. Later on in the game you can choose more complicated moves and weapon combos.

- **Magic, spell casting.** You can add more spells to your list by finding a rune and combining new spells from the spell menu. (pressing the L button during the game)

- **Defense setting** - You can choose five levels of aggressiveness. The highest one focuses your character on dealing with maximal damage with very weak defense ability.

- **Inventory** - You could Access the inventory during the combat. Suitable for using medicaments and stimulants.

- **Flee** - Run away (not available)

Character Attributes

- **Strength** is the basic ability of a warrior. Damage inflicted by the character in combat depends on strength. Other aspects depending on strength include the speed of improvement with weapons and character's stamina when fatigued.

- **Dexterity** is an important ability during combat. It affects the attack with most weapons only slightly but when handling daggers and staves it is a

basic ability. It influences the speed of attacks and mostly the character's ability to evade physical attacks.

- **Endurance** allows the character to endure more damage by increasing his HP. It also decreases non-magical damage sustained by the character. Endurance also decreases the effects of fatigue.
- **Intelligence** is the basic ability of each spell-caster, influencing each aspect of the spell-casting process. It decreases the time needed for the spell's preparation, increases the spell power and its duration.
- **Perception** helps the character to find weaknesses in the enemy's armor whereby decreasing the influence of the enemy's armor in the combat's outcome. It also increases the probability of a successful critical hit and decreases the time needed for the preparation of weapons at the beginning of combat.

Character menu

Character menu description:



1 - Implants

2 - Body armors

3 - Weapons

4 - Necklaces

5 - Gloves & hand accessories

6 - Boots

1. Body Implants

(Eight categories)



- Improve basic character attributes. Parameters for each category are fixed.

2. Character armors

(Four categories)



- Enhance character defense parameters. They could include bonus character attribute improvements. Parameters for each category are randomly generated.

3. Weapons

(Two groups: Light / Heavy weapons, four sub-groups, thirty-six categories)

3.1. Blunt weapons (sub-group)

(Eight categories)



- Weapon damage modifiers (50% Character strength, 50% Weapon group skill – heavy weapon skill).
- Increased damage, lowered accuracy. Same damage modifier for a fresh weapon as for a hundred times used weapon.

3.2. Swing weapons (sub-group)

(Nine categories)



- Weapon damage modifiers (35% Agility, 35% Strength, 30% Weapon group skill)
- Average damage, average accuracy. Same damage modifier for a fresh weapon as for a hundred times used weapon.

3.3. Bladed weapons (sub-group)

(Twelve categories)



- Weapon damage modifiers (Light weapons: 30% Agility, 10% Strength, 60% Weapon group skill - light weapons; Heavy weapons: 10% Agility, 30% Strength, 60% Weapon group skill - heavy weapons)
- You become more skilled with a weapon the longer you use the weapon. (Does not apply to Blunt and Swing weapons).

3.4. Special weapons (sub-group)

(Seven categories)



- Special and bonus weapons. Most of them are one of a kind and / or designed for a single purpose.
 - Weapons could be: found, taken from dead enemies or manufactured (using adventure items).
- Parameters for each category are randomly generated. (Only Special weapons have fixed parameters.)

4. Necklaces

(Two categories)



- Miscellaneous effects, randomly generated parameters.

5. Gloves & hand accessories

(Eight categories)



- Three subtypes – Character defence, Magic / spell support, Bladed attack.
- Gloves are essential for a hand (no weapon) combat.
- Parameters for each category are randomly generated.

6. Boots

(Four categories)



- Modify Agility and Defense
- Rare models could trigger special attack combos.
- Parameters for each category are fixed.

Walkthrough

This is a brief walkthrough that will guide you through the beginning of the game and helps you to better understand the game mechanics.

- Go to a flagpole situated near the teleport where you begin the game and take the “flag”.
- In the most far-away corner (go straight and then all the way left) there is a

functionless lamp which does not emit light but sparkles instead. Screw out the "light bulb".

- Next to the lamp there is a staircase damaged in the middle so you have to take the staircase opposite to it.

- When you approach the staircase a vampire jumps out and attacks you. Destroy him and search the corpse.

Note: This vampire is very slow (requires several turns to make an action) so you could examine the combat system. Look to the combat section in this manual.

- Go down the staircase and turn left:

- Open the door just behind the corner and go inside.

- Find three objects inside the room: "crowbar", "lightly erotic magazine" and "broken compass".

- Leave the room and go straight forward until you reach a staircase made of wood and a short pier.

- Continue to the wooden staircase and inspect the blood stains on the ground.

- Take the "fishing hook" (It is leaning nearby)

- Jump down on a lower platform (a short wooden pier), turn left and fish out Ivan's body from the water.

- Inspect the body and take "amulet", "ball dance invitation" and "key".

- Return to the main building. On your way you will see a vampire. Run after him.

- The vampire will eventually escape. Next to the place where you lost him there is a staircase and a small boat. Inspect the boat to find out it is useless without an oar.

- Return to the teleport at the beginning of the game (upper floor). There is a chest. Open it using a "crowbar" and take the "metal keys".

- Go down the stairs and turn left.

- Behind the main building there is a wooden bench to the left. When you try to cross it, it will break.

- On the opposite side (to the right) there are three piers.

- Go to the end of the middle pier. There is a chest. Smash it open and take all that is inside.

- Return to the main sidewalk and continue straight forward until you reach a metal gate.

- Open the metal gate using "metal keys".

- *Hint: There are five hidden spots within this location with the supplies,*

magic runes and the equipment.

- Before you approach the end of pier, bring up the inventory (button "I") and equip yourself. Put a dagger into character's hand and wear Standard boots, Rubber Gloves and Amulet.

- Continue walking until you reach a leaning oar.

- A vampire will attack you. Enemies later in a game appear at random places, so always try to be equipped with the best equipment you have.

- Take the "oar" and everything that's inside the nearby chest.

- Return to the small boat that was unusable without an oar and try to sail away.

- After you wake up, defeat both the guards.

Note: Combat in Vampire Hunters requires more than just using a simple weapon attacks. The use of stimulants, health packs and magic is essential.

- Move away from the corpses. You will be interrupted by the ringing of a telephone.

- Inspect the bodies and take the phone. /

- After talking to Menlaus go towards the tall crane using the ladder to climb upwards until you reach a teleport (white lights).

- Teleport yourself to the "bar" location.

- Enter the oriental bar.

- Talk to Menlaus to receive a "card". You can also talk to the drunkard and buy resources from Otto.

- Use the teleport to transfer yourself to the "loading bay" location.

- *Hint: At the end of the rails opposite to the yellow-black barrier there is a metal plate hood on the ground behind containers. Open it and enter a secret room where besides posters referring to our older games you can find various useful items.*

We hope that this introduction to our game was helpful. The rest is up to you and we wish you good luck.

Hints

- During combat you can click directly at the enemy to automatically bring up the attack/combo menu.

- Teleport serves for transporting between locations throughout the game. You could travel only to locations you have already visited.

- Battles are not difficult but it is not only the simple use of attacks. To go through the fights you have to use a combination of stimulants, medications and spells.
- Casting spells costs runes. Each spell needs it's own combination of runes, which are automatically depleted after casting a certain spell.

(c) 2009 Cmedia publishing.
game by Mayhem Studios