





EPILEPSY WARNING

A small part of the population may suffer from epileptic attacks or loss of consciousness when viewing certain types of strong flashing lights or patterns. These people might experience such attacks while watching TV or playing video games. This can happen even if this kind of attack has not previously happened to a person before.

You should immediately consult your physician if you or your family have experienced any symptoms similar to that of an epileptic attack (seizures, loss of consciousness etc.) before resuming to play video or console games. We recommend that parents watch their children while playing video and computer games. You should immediately stop playing and consult a physician if you or your child show any of the following symptoms while playing: light-headedness, blurry visions, muscle or eye twitching, loss of consciousness, disorientation, involuntary movements or twitching.

Please take the following precautions while using computer or video games and mind the following advice:

- · Don't sit or stand directly in front of the screen
- · Use the smallest screen possible
- · Don't play while feeling sleepy or exhausted
- · Play in a well-lit room
- Take a break of 10-15 minutes during each hour of playing
- · Keep things like eating, drinking, visits to the toilet and fresh air in mind
- Beware of malicious, ferocious mushrooms, they may linger everywhere







Greetings, adventurer!

Grotesque Tactics is our first own RPG title. We have done commissional work on titles like Sacred 2 before. So what can a small studio do differently, or possibly even better compared to a huge studio with hundreds of employees? We wish to focus on the elements most important to us that often tend to get lost in giant million-dollar productions. Humor is meant to be an important part of this RPG. There is a lot of focus on the story and the characters have interesting personalities. More than anything, the RPG absolutely has to be entertaining and fun to play. The tactical battle system also plays a huge role in separating us from the competition.

You've found a game with elements of both, asian and western RPGs in

Grotesque Tactics.

We have decided to go with a graphically timeless mix of anime and realism. This is also because Grotesque Tactics tends to toy around with fantasy clichees and occasionally likes to parody other RPGs we've played ourselves.

Silents Dreams wishes you plenty of fun with Grotesque Tactics!

Help, Support, Website and Forums

Please visit the forum at http://www.grotesque-game.de for technical questions, suggestions and discussions.







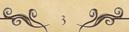




| T | ABLE OF CONTENTS |
|-----------------------------|-----------------------------|
| I. Installation | |
| Installation & activation | 4 |
| | |
| II. Introduction | |
| | 5-6 |
| 2. The present | |
| | |
| III. Starting out | |
| Startscreen & options | 8 |
| | |
| IV. The game | |
| | 8-10 |
| 2. Controls | |
| | п |
| | |
| 3. Gameplay | |
| | |
| | |
| | |
| | 17-18 |
| 3.5 Enemy types | |
| 4. Station Wish | 20 |
| | 21 |
| | |
| | |
| J. Game over | |
| V. The heroic party | |
| L Character attributes | |
| | er |
| | ivine humble self24 |
| | y – The three maidens 25-26 |
| | e |
| 6. Angelina - The angelic l | nealer28 |
| 7. West - The dark barbari | an29 |
| 8. Solithaire - The vampire | e lady |
| | |



VI. Credits and special thanks 31-32







I. INSTALLATION



System requirements

Operating system: Windows XP / 2000 / Vista / 7 Processor: 2 GHz CPU | 2 GHz Dual Core CPU

Graphics card: Direct X 9.0c compatible with shader model 2.0

(nVidia GeForce 5 / FX // ATI Radeon 9500 series / ATI X700 or better) |

DirectX 9.0c or higher, 256 MB ram and shader model 3.0 (nVidia 8800

series / ATI 3800 series or better)

Disc space: 1 GB of free disc space

Sound: Sound card with DirectX 9.0c support

Installation

Install the game and the additional software (OpenAL + .NET Framework) according to the on-screen instructions in order to be able to play correctly.

Activation

- Start Grotesque Tactics using the menu or shortcut and choose the "activate" tab.
- 2. Enter the serial code and click "activate"
- 3. A message confirming the game's successful activation will be displayed.
- 4. Click the "Start" button after configuring your graphic settings at the "Video" tab.
- 5. You will arrive at the main menu of Grotesque Tactics after a small loading time has passed. The actual game can start now.

Uninstall

Should you ever wish to ban the game from your harddrive, the uninstall function of your OS will enable you to do so.











II. INTRODUCTION



1. Prologue

Prior to the age of Thorus

The world of Grotesque has acquired it's name by serving as the plaything of the atrocious titans. These creatures were so abominable that their sheer sight was enough to drive a person into madness. The titans toyed around with the population: They would first bestow the peaceful beings with fertile land to let them thrive, only to hunt them down and devour them in the end.

ist year of Thorus

The first year of Thorus started with the repopularisation of the world of Grotesque after the angels had banished the feared titans for all eternity. Thorus was the mightiest amongst the archangels. According to the legends, he was sung as the savior of the world of Grotesque and ascended to become a god.

700th year of Thorus

Humans used to be disunited prior to this age. The lords of small stretches of land rose and fell, but with the rise of a new mighty kingdom which proudly named itself "Glory", the people were finally united. The peace was followed by an increase in wealth and thus the race of humans was finally able to stabilize. The other races merely watched as the humans grew bigger and stronger.

730th year of Thorus

The forest elves and the high elves were at war with each other while the orcs and goblins used this as an opportunity to freely plunder the lands. Glory was able to counter the attacks of the orcs and only a few of the goblin clans decided to build their camps at the area in order to try doing business with humans.

1155th year of Thorus

The queen of Glory gave birth to a girl, thereby turning King Talos into the happiest man of Glory, even though it was "merely" a daughter. There was bound to be a worthy prince to be found for her.













1170th year of Thorus

The young hero Holy Avatar accepted all and any of the quests the Kingdom of Glory had to offer. No dungeon was safe from him and even the mightiest among the dragons seeked to avoid encounters with Holy Avatar. Bosses emigrated to the neighboring countries to prevent having to face off against the mighty Holy Avatar at all costs. Defeated villains were shipped into overcrowded prisons.

1172th year of Thorus

Holy Avatar's success was followed by countless affairs and marriage proposals by lovelorn princesses. However, all of them had one thing in common: Sooner or later Holy Avatar, who kept seeking new adventures at all times, would leave them. King Talos had long given up on trying to marry his daughter to Holy Avatar.

1174th year of Thorus

Holy Avatar has ascended into being the superstar of Glory. He had been worshiped as a demigod ever since he defeated several particularly dangerous bosses. Holy Avatar has never lost even a single battle. The arrogance of the demigod grew along with his glory. There were hardly any enemies left except for a couple of stray goblin clans. A millennium of peace was declared, and the people celebrated the beginning of a golden age.

1175th year of Thorus

But the golden age only lasted for a couple of weeks.

The peaceful Glory was shaken by the attacks of a dangerous sect. The Kingdom was overrun by the leader Mother of God and her fanatic followers. The now lazy knights and heroes had no way of opposing the unbelievable might of the Dark Church. The well-trained knights, assassins and mages of the sect certainly posed a problem, but their powerful giants were an entirely different matter. Even Holy Avatar could only watch as the entire army of Glory was annihilated, turning even him, the mighty Avatar, into but one of the few survivors. He would either have to save the kingdom by himself or manage to find megalomaniacal allies still trying to win the hopeless war.











2. Here and now

After the lost battle Holy Avatar followed the desolate trails of the last surviving injured knights of the royal army. When he finally reached them, he was shocked to find out that the last remaining soldiers had been cursed with a spell of depression and were just about to kill themselves.

He also couldn't help but to notice the young recruit Drake, whose attempt to throw himself into the jaws of a mushroom could not escape the eyes of the demigod – not least because the knights and the black-clothed boy were quarreling for the mushroom.

In his desperate semidivine optimism he judges the depressive failure Drake as a brave, heroic being of light who would support him in his campaign of retaliation against the Dark Church.

Now his semidivine humble self and the slightly less semidivine midget have to travel the lands, assemble a powerful group and complete quests in order to finally face the troops of the Dark Church once more and go down in history – whether they will be remembered as the saviors of the world or the losers of the nation has yet to be decided.













III. STARTING OUT

You should use the so-called config tool to set your resolution as well as your effects to a level suitable for your computer before launching the game for the first time. These settings can only be adjusted before running the game, but they can always be changed by running the Config Tool stored in the folder of your Grotesque installation.

Clicking "Start" will take you to the actual main menu of Grotesque Tactics, where you can find the usual functions such as "New Game", "Load", "Save", "Options", "Credits" and "Exit".

It is possible to configure several UI elements, help settings and optimizations for the game in the options menu, such as custom display of damage bars, text speed and color settings for example. You can also find the sound and control settings there.

IV. THE GAME - 1. Interface

Screen info

Damage display

The damage a unit receives is displayed in orange numbers on normal hits and in bigger, red numbers on critical hits.

Looting items and gold

If a character picks up items or gold using quickloot, the name and count of the received loot is displayed at the position of the character.

Ouest status

Progresses and completions of quests are displayed in onscreen-text.

Level up

The status changes are displayed at the position of the character.

Autosaves + Quicksaves

Auto- or quicksave notifications are displayed onscreen.















The unit frames

Unit frames display the statuses of the active character (left) and the target (right). Life- (green), mana- (blue), obsession -(red) and experience -(yellow) points are displayed by their respective bars. Additionally the unit's level is shown in the circle at the top of the frame, and the current defense bonus is displayed in the oval at the bottom. If an enemy's unit frame is golden, you are dealing with an elite enemy whose power exceeds that of it's companions.

The initiative-bar

The initiative-bar shows in which order the characters can take their next turn. The gong bell ends the current round and units can be framed by the camera by clicking their portrait. The initiative-bar also displays the current health and mana statuses as well as the total number of rounds that have been fought in the current level.













The dialogue box

The story dialogues are displayed in the dialogue box. The portrait of the character who is currently talking is shown as well.

Diary

The diary provides an overview of the tasks the group is currently undertaking. Clicking on a task will reveal further information.

Save and load menu

There are eight save slots in the save menu of which the upper two are reserved for autosave and quicksave. Clicking on the respective slot saves or loads a game.











IV. THE GAME - 2. Controls



2.1 Mouse controls

Common

Movement

Target selection

Specials

Cancel selection

Wait Defend

Loot Talking

Game speed 1x Game speed 2x Right click at the floor Left click at the target Right click at the enemy

Select target and left click the special

Right click (on multi-selection) Left click at the action bar icon

Right click at the active character Right click at a lootable target

Right click at the character Left click at the speed icon ix

Left click at the speed icon 2x

Conversation

Next dialogue Rapid text display

Skip dialogue Confirm answer

Select answer

Left click

Hold down left mouse button

Right mouse click

Left click

Mouse wheel (on longer multi-selection)

Camera

Camera distance

Camera movement

Mouse wheel

Middle mouse button

Move the pointer to the edge of the screen

Inventory & Merchants

Use objects
Move objects
Batch Sale

Right click at the item

Drag & drop Shift + drag &

Shift + drag & drop

Menues

Character info

Diary Menu Left click at the menu bar icon
Left click at the menu bar icon
Left click at the menu bar icon













2.2 Keyboard controls

Common

Movement W/A/S/D or arrow keys

Attack I Special 1 2 Special 2 3

Choose selection W/A/S/D or arrow keys

Confirm selection Enter or Ctrl
Cancel selection Backspace

Wait 4 Defend 5

Loot 6 near lootable target
Talk 6 near addressable target

Use healing potion H
Use mana potion M

Game speed 1X Page down
Game speed 2X Page up

Conversation

Next dialogue Space or enter Skip dialogue Backspace Confirm answer Space or enter Select answer Arrow keys

Camera

Camera distance
Camera rotation
Camera movement
Camera lock

Numpad
Numpad
Numlock

Menu

Character info F1 or C
Diary F2 or L
Menu ESC

The key mappings can be changed at the option menu!











IV. THE GAME - 3. Gameplay



3.1 The world

Grid cells

The grid cells mark the area within which the character may move. The different cell colors represent the following:

Colorless cells: Cells outside of the character's movement range.

Blue cells: The active character's area of movement.

Red cells: Cells containing targets that can be attacked.

Green cells: Cells containing characters who can be healed.

Yellow cell corners: Marking the active/selected grid cell.

Ground types and bushes

Different kinds of ground do have an influence on the battles of Grotesque Tactics.

Defense bonus

Certain cells increase the defense of the character standing on them. For example: a character standing on forest floor or a rock has a defense bonus of +3, while he would receive a bonus of +0 if he would stand on an open road instead. The biggest defense bonuses can be achieved by standing on top of platforms or within bushes – either option provides a defense bonus of +4.

Hint: A cell's movement, defense and range bonus can be checked at the tooltip at all times.













Movement bonus & penalty

In addition to the defense bonuses different types of floor also have an influence on a character's movement range. Usually fields with a higher defense bonus will also come with a higher movement penalty. A party member may, for example, move a lot further on an open road compared to walking on forest ground.

Ranged combat bonus

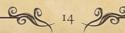
A raised position on, for example a cart, will provide ranged attackers with a small bonus in attack range.

Peculiarities

Not all of the enemies on a map are visible at the beginning of battle. Sometimes they may only appear during the second visit to a map, after a certain cause of action or due to events in the world of Grotesque. Another noteworthy peculiarity on certain maps are so-called monuments of healing, which restore health and mana points of nearby characters after each turn(unless explore mode is active, in this case the party immediately recovers completely) as well as most negative status effects. Taking a little break here pays off, especially after a hard battle, but beware: The monument does not distinguish between friend or foe!

Hint: Rumors tell of a shy but valuable creature hiding within bushes or in desolate spots on a map – exploring is sure to pay off!











3.2 Course of turns

At the beginning of each round all active characters, including the party members and any of the units that are either currently involved into battle or have taken notice of the player, are sorted into the initiative-bar. The order of turns may sometimes change if new units appear during a round. The characters will start to take their turns after the turn order has been set. The characters may either move and enter a defensive stance or pick a target and attack it – either option ends their turn. Looting corpses, chests or other treasures or talking to NPCs are exceptions and do not cause the character's turn to end.

Evading / non-blocking characters

Friendly units will step aside to the edge of their cells in order to let the active character pass them while moving, but units who are sleeping, neutral or enemies will not step aside and block the active character's path.

Enemy movement range

An enemy's movement range will be displayed by white dots when the cursor is placed over them. Characters who can attack an enemy are marked by red circles on the floor.

Explore mode

If there are no enemies nearby, the word "Explore!" will appear onscreen and the game will enter explore mode. The party can freely scout the map in this mode. You will be notified by the message "Enemy sighted!" as soon as a foe is approached, and the game will return to round-based battle













3.3 Items

There are several kinds of items in this game:

Equipment

Equipment like weapons, armor and jewelery raise the status points of their wearers. Some weapons and armor can however only be equipped by specific party members.

Quest items

Quest-relevant items are listed under this category. They can be anything from skulls to plants.

Potions and consumables

This category contains all consumable items which can be used only once. Typically these are items such as potions that raise the player's health or mana or permanently boost one or two of a character's statuses. Items such as bandages or antidotes used to cure negative status effects belong into this category as well.











3.4 Status effects



Injure

The injured status is often inflicted by goblin rogues and causes the victim to gradually suffer damage while ignoring the units defense.



Poison

The poison status can be caused by magic spells such as Solithaire's poisonous mist or by the attacks of poisonous mosquitoes. Similar to the injured status, this effect causes the unit to gradually take damage, but the damage taken is reduced by a unit's magic defense. Poison can be cured through Angelina's magic or by using antidotes.



Sleep

Certain goblins as well as not-too-thrilling heroic tales of a certain person both possess the high art of putting units to sleep. Victims of the above can neither use items nor take their turns in battle while being asleep. They will however awake at once upon receiving any damage at all.



Blind

Drake, as well as chocochicks, occasionally toss sand at their enemies in order to blind them. Since being blinded drastically reduces a units chance of actually hitting it's target, this status effect is not to be underestimated.



Entangled

Certain kinds of spiders in the world of Grotesque possess the ability to entangle their enemies with sticky spider nets, thereby rendering their victims unable to move.















Depressive

On the one hand he's the almighty demigod Holy Avatar, on the other hand it's a fact that the others are in possession of the yummy gobbobrew while he is not. The only way to recover one's strength completely in this kind of situation is the use of an antidepressant.



Beserker

West can turn into a berserker if he becomes enraged. While this drastically increases the damage caused by his attacks, a berserking unit might not be able to pick it's target based on it's own will, it is no longer capable of telling friend from foe.



Stone skin

Angelina's stone skin magic can protect the party from enemy attacks and spells by boosting an ally's defense and magic resistance temporarily.



Motivated

Drake can occasionally motivate party members around him, resulting in a temporary boost in attack power.



Charmed

Solithaire can charm enemies as long as they are neither elites nor giants. Charmed enemies will fight for the Evil Heroes for a couple of rounds, absorbing damage and increasing the group's offensive force.













3.5 Enemy types

Meeles

Meeles come in two flavors: warrior and rogue. Warriors possess a higher defense bonus but can only land a single attack most of the time. Rogues on the other hand aren't quite as well-armored but can often score higher damages thanks to their attack chains and increased chances of landing a critical hit.

Archers

Archers tend to rely on light armor, but they can deal quite a bit of damage. They can easily become a threat if they find them selves protected by a few close ranged fighters.

Mages

Mages are the most fragile amongst all types of enemies (except for their magic resistance), but in return they are also amongst the most powerful damage dealers – as long as they have mana. The party should kill them as soon as possible before giving them the chance to finish casting their spells.

Small creatures

Small creatures such as mushrooms, mosquitoes, chocochicks, bunnies, spiders and goblins can easily be taken down by a single hit of the mighty hero Holy Avatar.

Giants

Ogres and golems are considered giants. Their kind can withstand huge amounts of damage, but they are quite vulnerable to one of Drake's special attacks which deals additional damage to their kind.

Elites

Elite enemies are tougher than usual enemies since they are immune against certain attacks such as Holy's Bit Hitter or Solithaire's seduce. Further on they are stronger than their colleagues, meaning they deal more damage while being able to withstand more damage at the same time. But in return they often drop valuable loot.













3.6 Fractions

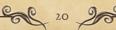
This game has several fractions which can be allied, at enmity or neutral towards other fractions. There are opportunities where the enmity of two units against each other can be used to an advantage in order to save the party's own health and to lower the risk of losing one's own units.

Hint: Goblins and chocochicks, for example, can absolutely not behave neutrally towards the party - Now if that doesn't look like the chance of a lifetime...













IV. THE GAME - 4. Station Wish

Station Wish stands out against the other nine different maps by not being a battlefield. The player will always be in command of Drake while on this map and is able to move around freely while not having to fear death.



4.1 Healing the party

The perky angel Synthia is the only one with the ability to bring the dead (or rather the gravely injured) back to life and take care of any wounds... for a certain price.

4.2 Merchants

The player can acquire potions from the station's slightly confused alchemist Aterius while equipment can be bought from the smith East. Naturally old junk can be sold to get ones hand on some gold.

IV. THE GAME - 5. GameOver

The game is over as soon as Drake or Holy Avatar die. From this point on the only salvation lies in a tiny miracle or in loading the last autosave or manually created save game.













V. The heroic party

Even though the young commander's party could hardly be a more random mix of people, everyone's qualities are still based on the same kinds of attributes. A close ranged fighter is however not very useful in terms of magic. An archer on the other hand might not need much defense since the enemy should optimally not even reach him or her.

Character attributes

Attack

Attack or strength increases the physical damage dealt by a character.

Defense

Defense lowers the damage a character sustains from a physical attack.

Magic

Magic raises the damage a character's magic spells cause.

Resistance

Resistance lowers the direct and indirect magical damage a character sustains.

Dexterity

Dexterity raises a character's chance of landing a critical hit and lowers the chance of failing to hit the enemy.

Movement

The higher the movement range of a character, the quicker will he be able to take his turn. This status also increases a character's movement range.











Drake - The Commander

Description

Drake was the only one to fail his academy exam, which effectively caused him to fall into a state of deep depression and even drove him into attempting to commit suicide. The clad in black commander often finds himself labeled as depressive or even as emo, however, he vehemently denies this even though he does not always succeed in trying to cover it up.

Recommended attributes: + Attack, since it adds up nicely to Drake's multiple hit attacks.



Special 1: Blinding Kick
A triple attack which also blinds the target. Lasts for two rounds.



Special 2: Giant Slayer
This skill increases the triple attack's damage by 3-5 and causes additional damage on enemies of the giant race.

Obsession:

Motivates party members around him, but unfortunately falls into a state of depression for a while as soon as the motivation starts fading away.

General hint: Drake is an excellent fighter to use against ogres and other giants since his giant slayer skill can inflict enormous damage on them. Further on his blinding kick skill can enormously decrease the damage received from their attacks. But beware: A blinding kick is best used after the enemy has run out of mana, since special attacks can not miss their targets.











Holy Avatar - His semidivine humble self

Description:

Holy Avatar is the most famous hero in all of Grotesque! Each and every princess has a painting of his semidivine humble self hanging over their mantlepiece. The only thing less undeniable than his love for women would be his narcissism and his not exactly underdeveloped self-confidence. His hobby is watching his reflection in his oversized sword, regardless of whether he currently rests at a cozy campfire or finds himself in the middle of a fierce battle.

Recommended attributes: +Resistance and + HP, since he is perfectly suitable for drawing the enemies attention towards himself, but can't compete with Solithaire and Angelina in terms of magical resistance.



Special 1: Bit Hitter

This skill can only be used against small creatures. These can however be killed in a single critical hit.



Special 2: Fear Bringer

This skill increases the attack damage by 2-4. The fear bringer can hit up to

three enemies simultaneously and also causes depressions, lowering the physical attack power of the targets. Lasts for 2 rounds.

Obsession:

Puts any unit near him to sleep.

General hint: Holy Avatar is excellent at drawing enemy attacks onto himself since he can easily endure plenty of damage. But since the demigod's death causes the game to end, one should think twice before overdoing things.









Mandy, Candy and Sandy - The three maidens

Description:

Mandy, Candy and Sandy are some of the infamous half-naked maidens waiting for rescue inside dark woods or caves. They will be cursed to keep running into situations from which only one, if not THE best looking of all the heroes of the country could possibly save them, for as long as their purity remains preserved. Mandy is more aggressive than her fellow maidens and can easily turn jealous. Candy is more naive than her fellow maidens and can easily turn jealous. Sandy is more righteous than her fellow maidens, yet she still can not help the fact that she turns jealous.

Recommended attributes: + Mana, since a high mana reserve enables the maidens to rely on their aimed shots, which is a huge advantage due to the resulting increase in range.









Special 1: Aimed Shot

Increases the attack damage by 3-5 and can be used from a great distance.



Special 2 (Mandy): Piercing Shot

Increases the attack damage by 3-5. It hits up to 3 enemies in a straight line and can be used from a great distance.



Special 2 (Candy): Guardian Twines

A 2x3 fields wide wall of impenetrable twines grows out of the ground to block passage for 3 rounds. It is only usable within

one's own range of movement. If two twines get stacked upon each other, they will disappear.



Special 2 (Sandy): Burning Arrow

Sets an area of 1x3 fields within the range of movement on fire, injuring units trying to pass it. The fire lasts for 3 rounds.

Obsession:

The maidens turn jealous and start to attack a target close to Holy Avatar in order to protect him.







Rukel - The goblin rogue

Description:

Rukel is a cunning goblin rogue who suffers from kleptomania. He likes to do business – even with humans, a species he normally despises. Rukel is absolutely convinced that his continuous escapes from dangerous situations are proof of his cunningness, although others would probably consider it cowardice. Rukel has a weakness for sniffing on women's worn underwear.

Recommended attributes: + Attack, since it adds up nicely with his multiple hit attacks.



Special 1: Vulnerate

Increases the attack damage by x and injures the enemy. The injuries last for 2 rounds.



Special 2: Narcotize

A four hit combo which puts the enemy

to sleep for 2 rounds.

Obsession:

Rukel teleports himself next to the side of Holy Avatar and blinds any units surrounding his previous position.

General hint: It is recommended to temporarily narcotize the strongest enemy when the party is under attack by a huge group of foes. Vulnerate is an excellent skill to use against strong elite enemies or other units with plenty of armor on them, since it bypasses the defense provided by the victim's equipment completely.













Angelina - The angelic healer

Description:

Angelina is an impertinent priestess who hates being called "cute" and easily loses her temper if she does not get protected properly in her role as the party's healer. She was banned from heaven after causing the most famous scandal known to the realm of the angels by more or less spitting her piece of mind into the face of the archangels. The only thing that catches her interest on earth are the bubbly wellness baths she has heard so much about in heaven.

Recommended attributes: + Magic, since it raises both the HP recovered by her healing spells as well as the increase in defense and resistance applied through stone skin. + Mana is a nice and potion-saving alternative.



Special 1: Healing Harp
Heals a friendly target based on her magic attribute. Additionally cures poison and bleeding.



Special 2: Stone Skin Increases armor and magical resistance of a friendly target, based on Angelina's

magic attribute. Lasts for 2 rounds.

Obsession:

Angelina loses her temper and beats a random target to a pulp.

General hint: It is recommended to cast stone skin onto a character prior to sending him into a huge group of enemies. This drastically reduces the damage taken.













West - The dark barbarian

Description:

West is a hard-boiled warrior. Due to his traumatizing experiences of the Vietnetica war '72 he tends to lose it from time to time and furiously smashes down everything that moves. But inside he yearns for his family and brotherhood and deeply appreciates any kinds words.

Recommended attributes: + Dexterity, since West has a rather low chance of hitting his targets which can thereby be improved. It also helps the barbarian to land his infamously strong critical hits more frequently.



Special 1: Boomerang Hurls the axe on a distant enemy with slightly increased damage.



Special 2: Massacre A mighty triple attack combo that hits a group of enemies.

Obsession:

West turns into a berserker. The damage he deals increases drastically and he loses control over his attacks.

General hint: If there isn't enough space in the front line, West's boomerang will allow him to participate in the fighting from the second row. Further on his massacre is a strong attack with a wide area of effect which deploys his full strength unto a group of enemies in a devastating manner. But beware of him going berserk, since the massacre might well include the party's own rows in that case.













Solithaire - The vampire lady

Description:

Solithaire is a warlock. The sensual vampire lady can hardly hide her origin and constantly has to fight against her thirst for blood. The combination of her thirst for blood and her well developed play drive has gotten her into hot water before – and even into the most secure and desolate dungeon in all of Grotesque.

Recommended attributes: + Magic, since her poisonous mist can turn into a deadly attack against heavily armored opponents.



Special 1: Poisonous Mist

Poisons a group of enemies within a field of up to 3x3 cells for 2 rounds. The damage is based on her magic attribute.



Special 2: Seduce

This skill manipulates a hostile target into joining your side for 3 rounds. Elite foes and

giants are immune.

Obsession:

Solithaire can no longer control her thirst for blood and sucks the blood of a random target which deals damage to the victim but restores her own health.

General Hint: The use of seduction is not to be underestimated. It can be very useful to seduce a unit, especially if faced with a group of enemies. The charmed victim will find itself absorbing taken damage for the group and contributes to the damage delivered to the enemies.













VI. CREDITS AND SPECIAL THANKS

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