

Larva



Mortus

Introduction

In the end of XIX. century dark forces shade the world once again. A brave agent experienced in exorcism and combat comes to face the incoming evil and fight loathsome supernatural monsters and horrific spawns of black magic.

In the game in role of the agent you will go through many action packed monster-hunting missions on your way to defeat the unholy forces.

Minimum requirements

CPU:	1.2GHz
RAM:	256MB
Graphic card:	?fixme
HDD:	?fixme
Operating system:	Windows XP/Vista or Mac OSX 10.3+
	OpenGL support (recomended)

Starting a new game

In main menu click on 'Select Player', then in the next dialog type in your name, click 'Create new' and then 'Ok' to return to the main menu.

Active player and his achievements are displayed right from the main menu.

Click 'Start Game' to begin the campaign. You will appear in the Map Room, where you can choose your missions.



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Map Room

Missions are marked by the envelopes on the world map. Click them to get more details and options to play.



Watch the small notes on the map - they will remind you of crucial missions you must fulfill in order to win the campaign. In the beginning the 'story missions' are marked red. That's because you must gain some basic monster hunting skills before you try them. Please take care of several regular missions, before you turn your attention to the main quest.

In the menu at the bottom of the screen, there's also access to other rooms of the agency. You can inspect equipment in the armory and also visit our laboratory, where specimens of killed monsters and magical artifacts are stored.

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Game controls

The game is controlled by keyboard and mouse. You can use gamepad as well.

Press F1 any time in the game to get help screen on the game controls.

Your hero is controlled by these keys:



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Indicators on the screen

Press F1 any time in the game to get help screen on the indicators and bonuses.



Bonuses

Bonuses give you extra power, and their effects last over a period of time.

Bonus	Effect (presne ciselne)
Extra Ammo:	
Armor:	
Berserk:	
Great Damage:	
Double Score:	
Fast walk:	

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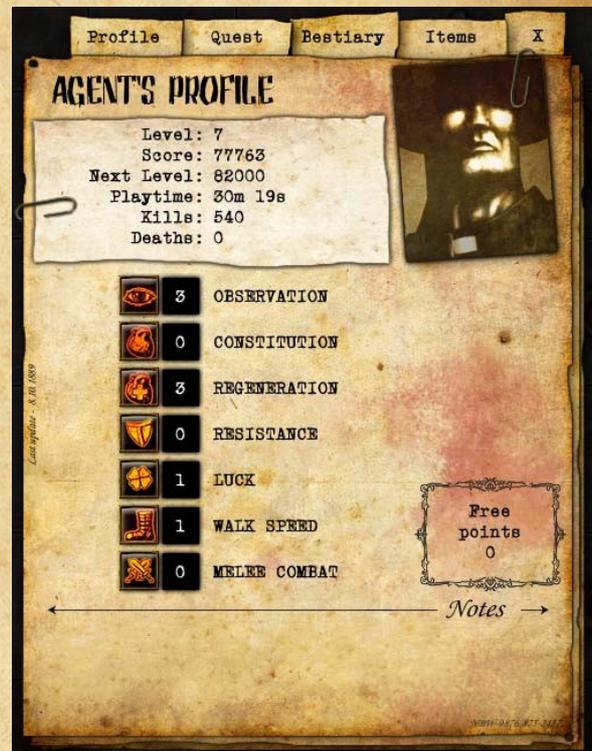
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Hero's profile

Your hero has skills, that affect his fighting performance. He also gets various achievements in the battles. You can overview your hero's profile by clicking the profile icon (upper left corner) or by pressing the Tab key.

Profile has four pages – click the bookmarks at the top border to select them. The pages are:

- list of skills and basic statistics
- quick info about the current quest
- bestiary with statistics about the killed monsters
- overview of the captured equipment and artefacts



Hero's experience

Your hero can evolve in RPG-style. Kill monsters to rise your score, which serves as experience measure too. If your score reach a necessary limit, you will step to a higher level and get 1 new skill point. Use the skill point to upgrade your skills.

If you have any points left to distribute, the profile icon shows a golden star. Open the profile and click the skill you want to advance.

You can improve in these disciplines:

Observation: fixme – popisek skillu a co udela upgrade

Constitution:

Regeneration:

Resistance:

Luck:

Walk speed:

Melee combat:

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Here are the limits necessary to reach a certain level:

level 1	experience 1500	level 16	experience 260000
level 2	experience 8000	level 17	experience 290000
level 3	experience 14000	level 18	experience 330000
level 4	experience 25000	level 19	experience 380000
level 5	experience 40000	level 20	experience 440000
level 6	experience 52000	level 21	experience 515000
level 7	experience 68000	level 22	experience 615000
level 8	experience 82000	level 23	experience 740000
level 9	experience 100000	level 24	experience 890000
level 10	experience 120000	level 25	experience 1065000
level 11	experience 140000	level 26	experience 1265000
level 12	experience 160000	level 27	experience 1490000
level 13	experience 180000	level 28	experience 1740000
level 14	experience 200000	level 29	experience 2015000
level 15	experience 230000	level 30	experience 2315000

Weapons

Kill monsters and destroy barrels and crates to get more ammunition and other useful items. With higher levels, you will find new types of weapons!

You can switch weapons with number keys 1 to 8. Watch over your weapons and ammunition next to the right border of the screen.

 Dynamite Ammo: 10, Power: 10	 Machine gun Ammo: 6/200, Power: 10
 Sword Power: 10	 Crossbow Ammo: 6/200, Power: 10
 Pistol Ammo: 6/200, Power: 10	 Cannon Ammo: 6/200, Power: 10
 Two pistols Ammo: 6/200, Power: 10	 Flamer Ammo: 6/200, Power: 10
 Shotgun Ammo: 6/200, Power: 10	 Dynamo gun Ammo: 6/200, Power: 10

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Rooms

Almost every room in the mission is infested with monsters. They keep to appear, until you get the **ROOM CLEARED** message. This is important! If you escape a room before getting cleared and then you come back, you will face newly spawned monsters again! You can use this to accumulate score or as a source of weapons. Just escape a room before clearing and get back to harvest more stuff, if you want to.

In some rooms you get trapped by incoming monsters. The doors are blocked and monsters keep coming in several waves. You can't escape the room, until you destroy all the enemies.

Mission objectives

In the game there are four types of mission objectives:

1. **Kill the boss** – You must find and destroy one boss monster.
2. **Kill all champions** – You must find several special monsters called "champions" and kill them. CHampions are more resilient than regular monsters.
3. **Destroy a curse** – There are cursed places in the level marked by evil signs on the ground with torches. You must find them and destroy the torches to break the black magic and free the place of the curse.
4. **Save all refugees** - In some missions your objective is to find and save lost people endangered by monsters. Find them, catch them and **DON'T SHOOT THEM!** You can still finish the mission when you accidentally kill someone, but your score will decrease.

Credits

Concept & Graphic: Frantisek Chmelar
Programming & SFX: Pavel Tovarys
Music: Borislav Slavov (a.k.a.) Glorian and Viktor Stoyanov

This game is powered by the Torque Game Builder of GarageGames.
Special thanks to Lukas Kalista, Petr Tovarys and Jiri Prochazka for their great help.

Larva Mortus created by RAKE IN GRASS in 2008.
Please visit us at <http://www.rakeingrass.com> or at <http://larvamortus.rakeingrass.com>