LIVING THE NIGHTMARE

GAME MANUAL



You won't get out of here alive... without my help!

LEARN HOW TO SURVIVE BEFORE IT'S TOO LATE!

including GAME MECHANICS, TIPS, and TRICKS

THANK YOU

for playing Living the Nightmare,
our first game.

We hope you enjoy playing it as much as
we enjoyed creating all this mayhem.

— Rob & Mike

REANIMATE GAMES

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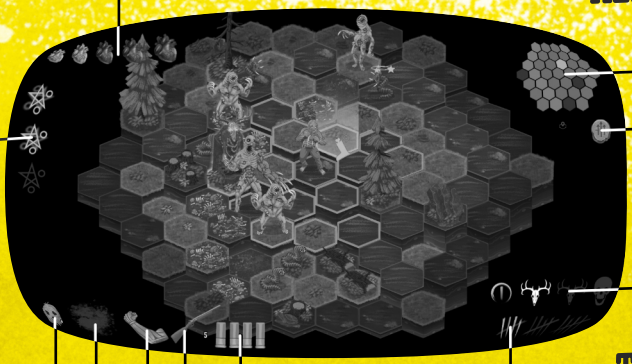
THE SCREEN AND UI





The first step to survive and escape the Nightmare is to know the UI!

KEEP YOUR HEARTS BEATING





Hearts determine how many hits you can take. Lose them all and you're worm food. *Not that it's a bad thing...*

Replenish lost hearts by pasting enemies! Some equipment can even make Heart drops more often.

There are effects and gear that will raise and lower your Maximum Hearts, too. Be careful! You can only replenish your Hearts up to this limit.



Hearts that are **RED** are Temporary and cannot be replenished once lost.

Boss kills award you +1 Maximum Heart.

TIME IS DIFFERENT HERE

In Fact, the Nightmare is turn-based!

You're fast, so you'll get all your moves and attacks first. Then its the monsters' turn. MONSTERS ACT ALL AT ONCE. Plan accordingly!

Play as fast or as slow as you like. There's no time limit, and input happens immediately.



Each turn, your Actions determine how much you can Move, Attack, and Interact. Left Click to execute an Action. Moving one Hex takes 1 Action, attacking takes 1 Action, and so on. Actions replenish each turn automatically.

Effects and gear will raise and lower your total number of Actions. *... Watch out for Gravechill and Waterlogged!*

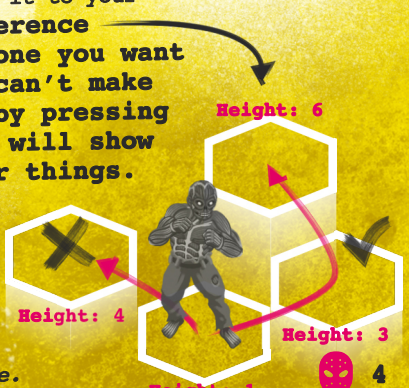
Having lots of Actions gives you an advantage!

WATCH YOUR STEP



Moving and attacking takes some thought. Consider how many Actions it will take to get somewhere, and how many you'll have left once you get there. If you move next to a monster but can't kill it, you might be in trouble.

Take terrain into account. Some hexes are impassable (for you and monsters, so use it to your advantage). If there is a **height** difference between the Hex you're in and the one you want to move to of greater than 3, you can't make the move. You can see Hex heights by pressing **SPACE** to enter **EXAMINE MODE**, which will show you information when you mouse over things.



If you don't want to move, use **END TURN**. Mouse over your own Hex, click when you see the prompt, click again to confirm.

... Be careful! The turn will pass to the Monsters no matter how many Actions you have.

DANCE OF DEATH



You should also be careful about what monsters around you can do. You can perform a **QUICK EXAMINE** on a Monster just by Right Clicking on them, which will show you their stats, list any special abilities they have, and highlight where they can move.

One of the most important things about a Monster is how many ♥ Hearts it has left. Use that to determine if you should head in for a kill.

Once you've seen enough, right click again, or just mouse off the monster to close the box.





If you're fast and save 1 Action, you can even punch Explosive Worms and move away before they blow up!

... This takes a little luck too, sometimes they blow up fast!

FLESHY PIÑATAS

There's something to be said about killing with your own hands, but it's much more fun *(and effective)* to use weapons. And where can you find weapons?

INSIDE CORPSES, of course!

As you paste your foes, a lot of useful things will pop out. Their **Hearts**, for example, will replenish your own. But that's not all you can find. **Weapons**, **Items**, **Ammunition**, and **Masks** can all be found by just killing the monsters bothering you. **Looting is automatic.**



If you look around enough, you may find **containers** to loot. Their Hexes glow yellow. Mouse over to **Interact** by Left Clicking to open them up.

You can only carry **one Melee Weapon**, **one Ranged Weapon**, **one Mask**, and **one Item**. You should've brought a backpack! If you already have one type of gear, you'll have to choose which keep. The other is tossed.

Choose wisely.

GEARING UP

GEAR STATS DURABILITY & LORE



The most important stat for weapons is **Damage**. The most important for masks is **Hearts** & **Actions**. What those do is hopefully kinda obvious. Weapons and Masks also have **Durability**. Each time you hit something with a weapon it loses 1 Durability. Each time you get whacked by a monster, your mask loses 1 Durability. Once this runs out, the gear will break and have to be tossed.

Guns also have **Ammo** to worry about. You can't shoot a gun with no ammo, even if it has Durability left.

... Guns have Range too, but we'll get to that later.

Items are even weirder. Some items are passive and do their thing automatically, while others have to be activated manually when mousing over their icon. Some even have several charges before they run out.

Gear and Perks also have **Lore** you can read. Mouse over them to view details; click on them to expand the box and see the Lore.

HACK & BASH



1-HANDED MELEE WEAPONS



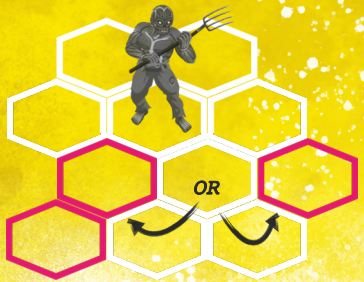
If you love getting up close and personal, this is the weapon type for you. They do high damage and some can even cause Critical hits on enemies, but they can only hit a single Hex at a time.



2-HANDED MELEE WEAPONS

This weapon class packs a punch with each swing and excels at knocking enemies back or stunning them outright. All 2-handed weapons hit two Hexes, too!

PIERCE & SLASH



SPEARS

This weapon class can attack monsters two Hexes away, and if there is a monster in both Hexes when you stab in a line, you will skewer and Damage them both! Two for one!



POWER WEAPONS

Now we're talking industrial scale carnage! These slashing weapons have wide arcs and can hit 3 Hexes with a single sweep! Saw some rotting heads off!



SO MANY WAYS TO KILL



Once you have a gun, you'll have some more options for how to use your Actions. This is where **Action Swapping** comes in.

When you mouse over a Hex and have several different available Actions, you'll see icons for those Actions orbiting around the cursor. You can switch between Action by scrolling the Mouse Wheel. Once you have the one you want selected, you can Left Click to execute, as normal.

Keep your distance and save ammo.



This is super useful. If you have a spear and a pistol, you can choose which to use on a distant enemy. Or if you have a chainsaw, but enemies are spread out, just mouse over the Hex between them then switch actions to your Saw to feed both to its steel teeth.



... Por qué No los dos?

A SHOT IN THE DARK



PISTOLS

Pistols can hit any Hex within their Range of 2. Great for picking off quick, weak enemies like Sidewinders.



SHOTGUNS

Shotguns have a spread shot that hits four Hexes at once and are great for clearing out enemies. Mow 'em down!



RIFLES

Rifles have an amazing Range 3, and good Damage, too. Keep an eye out for them when you get deeper into the Nightmare.



... Keep in mind that you can't target impassable Hexes. This is important for Shotguns and Chainsaws, too, actually. Impassable Hexes block your shots and stop your swings.

GET YOUR BEARINGS

Sometimes you need a different perspective, and the Minimap provides that. It shows Hexes around you in a 3 Hex radius. It also indicates what Hex your mouse is over, which are impassable Hexes, and what Hexes monsters and chests are in. If your view is obscured by trees, consult the Minimap!

The Minimap updates every turn. Based on where you are and how Hex Heights have changed, impassable Hexes may change.

There are also Navigation Icons that will float around the edge of the Minimap, walk in the direction they indicate to find what they are pointing out.



NAV ICONS

- Boss Monster
- Carrion Shrine
- Place of Power
- Loot Container
- Innocent
- Arcane Shrine

If the Minimap is in your way, you can adjust it's opacity in the options on the title screen or while paused.



KILL TO REVEAL





Notch kills to progress!



PROGRESSION

Lit Carrion Shrine

Carrion Shrine

Boss Monster

World Tier



To get out of the Nightmare, you need to find and light up all 6 CARRION SHRINES. Too bad they're also all invisible.

But they can be revealed... With bloodshed! About 20 kills per Shrine should do it. Once enough blood is spilled, a Shrine's location will be revealed. Get over to it and Left Click to Interact and activate it.

Lighting up the Shrines will attract attention, however. After every 2 Shrines, you'll draw out a Boss! You should also know that each time you light 2 Shrines and kill a boss, the World Tier increases. Each Tier features tougher monsters, but better gear, too!

STRENGTH IN CARNAGE

The other benefit of lighting Carrion Shrines is that each time you do, you will get to pick one **Perk** from a choice of three. Perks can be extremely powerful, increasing your Damage with a particular type of weapon, adding more Hearts to your Maximum, giving you more Actions, or a load of other special bonuses and abilities that'll make surviving to light all six Shrines much easier.

You can even upgrade a basic Perk into its **Perk+** version. Once you have a basic Perk, its upgrade may show up when you light subsequent Shrines. You MUST take the basic version of a perk in order to potentially get its upgraded version. All Perks have a + version. It's worth considering how a Perk will improve when you make your choices.





Perk



Perk+

Of course, if you die, you lose all your perks, along with your progress. Permadeath, baby!

THE LOCALS











MONSTERS

Monsters come in all shapes and sizes. Some are tough and slow, some fast but weak. Some can explode, others push you around. There are ones that can chill your blood and reduce your Actions, and others still that spawn worms when they die! It's a mad house!

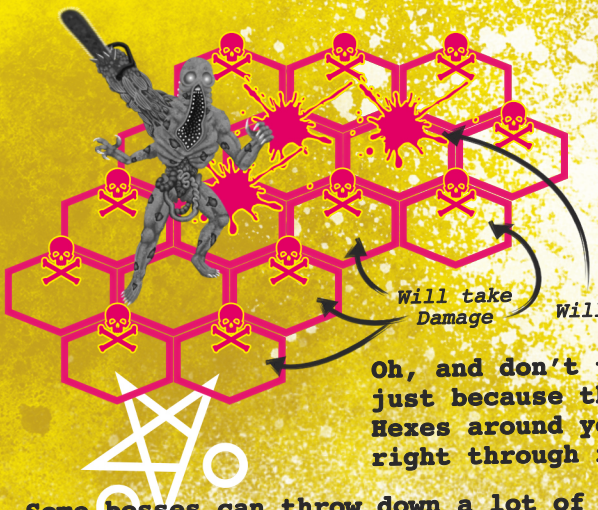
If you see a monster start quivering, they're preparing a **power attack**! Fortunately, you can tell where it will land thanks to the Hexes **glowing red** with a **Skull and Bones** icon, or worse, a **Splatter** icon. Get out of the danger zone! If you stand in a Hex with a Splatter, you'll die instantly!



You may notice unlucky humans in the Nightmare. Look for the nav icon! Don't let them escape!

Monsters won't bother with humans, they're much more interested in you. Your strong Will makes you tasty.

BIG, BAD, AND HUNGRY



Not only do Bosses have more ♥ Hearts and more Damage, most have unique power attacks! Stay mobile and don't stand in the marked, red-glowing Hexes!

Watch out for monsters that can push you!

Oh, and don't think you're safe just because there's impassable Hexes around you. Bosses will plow right through rocks and trees!

Some bosses can throw down a lot of Danger Hexes! To better see which Hexes will be hit and which will be safe, turn on **EXAMINE MODE** with **SPACE**, it will remove the red glows.



STRANGER STUFF

As you explore the Nightmare, be sure to check out **Places of Power**. Just head towards the icon on your Minimap. There are **3** different Places of Power that you can run across. Inside these locations you'll find containers you can loot! They're marked on your Minimap with the icon! Careful though, there are unique monsters in these spots.

You will also run across a special kind of Shrine. This one won't open the way out of the Nightmare, but if you activate it, it will cause crazy things to happen! Some can be great, some can make your life miserable. Fate is fickle. You can find these by following the icon on your Minimap.



A lot of how all this works is based on randomization. Particularly Arcane Shrines. Don't feel like you have very good luck? The Attunement Perk can help you out with that! Similarly, if you like a particular type of weapon, then take the Perk that corresponds to it's "mastery," and you will cause that weapon type to drop a little more commonly.



WHISPERS OF THE DEAD

TIPS & TRICKS PART I



Still hungry for more knowledge? Can't blame you, I'm always hungry. Alright, stay a while and listen, I've got a few more tricks to tell you.

Use your items! You will find more!

It's possible to cheat death without a Soul Doll, but it requires some luck. If you kill an enemy as your last Action, and that enemy drops a Heart, and you receive fatal Damage from another enemy, the Heart drop will bring you back from death!

If you are quick, you can sometimes move to the same Hex that a worm may also be knocked to when it comes out a corpse. If you do this, you will squash the worm.

Maximum Hearts that you gain appear first as Temporary (Red) Hearts, but at the start of your next turn they will become permanent.

WHISPERS OF THE DEAD

You may run across **Bear Traps** out there. You can disarm them by interacting with them, just mouse over to Interact and Left Click.

Though you discard your gear when you gain **Blood Rage**, **Thunder Fists**, and **Pyrokenesis**, when they wear off you'll have an aftereffect that will give you +1 Action to help you find some gear again.

Some effects will not be applied until you start a new turn. For example, when you get a new Mask (or gain an Elemental Effect) your Actions will not be be adjusted until the start of the NEXT turn!

Be careful with **Haunters**. They're pretty fast, can apply Gravechill to you, and sometimes when killed they will instantly restore themselves.



Now you're on your own! Maybe I'll see you in the Nightmare? Hah! If you live that long. But... stranger things have happened.

TO: MR. SAMUEL WAITE

I thought that of all people, Sam, you would understand how important my initiative to reopen Lake Quincy is. We've got to make this happen, and I can't do it without your support. Please reconsider your position on selling the land. Once we have it under federal jurisdiction, I know we can even get its National Park status reinstated.

I will say the thing I have the hardest time with in your refusal to cooperate is that you are suddenly acting as scared as everyone else about this. I've been shocked by how many people just drop the conversation when I say, "What would it take to get Lake Quincy open again?" It really baffles me, but none more so than the reasons why. I've been told everything from "it's cursed" to "it's a on a metaphysical fault line"! I thought better of you, that you wouldn't be among that crowd of kooks.

Prove me wrong. I'll still uphold my promise to grant you whatever type of commercial license you want to run gift shops, restaurants, bars, or whatever else you want along the roadways into the park.

Sincerely,

Richard Bachman, Jr.

Richard Bachman, Jr.
Governor

LAKE QUINCY MASSACRE

Brutal Weekend Murders Leave One Survivor

A MANHUNT is underway in Clayburn County as officials search for a killer who left at least nine victims brutally slain over the weekend at the partially reopened Lake Quincy Campground. The victims are visitors and park rangers who were at Lake Quincy for the Reopening Celebration this past Labor Day weekend. Because of the festivities, it is estimated that nearly a hundred people may have been at the Campground. It is grimly expected that the number of fatalities will rise as police and investigators begin their canvas.

So far only a single camper who crossed paths with the assailant has been found alive—Elizabeth Smithton. Smithton has been taken into police protective cust[illegible]y. Officers said she was unharmed, but in a state of shock and unavailable for c[illegible]nt.

This is not the first tragedy to occu[illegible] sad coincidence. Smithto[illegible] of 1971 [illegible]

[illegible] Star has noted a [illegible] Quincy Lodge Fire

[illegible]estigation, but did [illegible] nearby town of [illegible]s by calling 911.

Bachman Faces Battery of Charges

AS MORE BODIES are uncovered at Lake Quincy by investigators, blame for the violence that killed thirty-one people has come to rest at the feet of state Governor Richard Bachmen Junior, particularly following the suicide of Bachman's partner in the Lake Quincy Restoration Project, Samuel Waite. Bachman faces multiple lawsuits from the families of the victims of what has become known as the Lake Quincy Massacre. The suits from families put forward a range of charges from gross and criminal negligence to involuntary manslaughter. Bachman is also under siege from at least four more law firms and interest groups for the manner in which he moved forward on the Lake Quincy Restoration Project. These suits add accusations of illegal seizure of privately held lands, improper inspection protocols, backdoor profit sharing agreements, willful violation of safety standards and falsification of documents.

Bachman, a two-term Governor, is expected to resign in the face of the raft of legal trouble. Even so, his resignation is expected to do little to quell the public furor over his actions and the perception of his personal culpability for the Lake Quincy killings. Protests have been ongoing since the death of Waite, who had begun to speak out about the land deals that lead to the [illegible]ake Quincy Restoration Project's genesis. Waite's death is now being inv[illegible]ated by federal [illegible]ies as a pote[illegible] homicide.