
Haunted
Attack of the Dead Men
Instruction Manual
v1.0.0

Table of Contents

End User License Agreement....3
License Grant....3
Intellectual Property and Ownership....4
Warranty Disclaimer....4
Termination....4
Governing Law....4
Welcome to Osowiec....5
Getting Started with the Game....6
Navigating the Menus....7
Starting a New Game....7
Customising the Difficulty....9
Playing the Game....10
On-Screen Information....10
Viewing the Map....11
Controls....11
Saving and Loading....13
Save and Load Menus....13
Other Methods of Saving....14
Out-of-Date Save Files....14
The Arsenal of Weapons....15
Interacting with the Environment....17
Power-ups and Items....18
Environmental Hazards....19
Victory Achieved Screen....21
Aggression....21
Kills....21
Secrets....22
Difficulty and Bonus....22
Rankings....22
Highscores Screen....23
Now Entering Screen....23
Death and Game Over....24
In-Game Options....25
Graphics....25
Sound....27
Gameplay....28
Controls....29
Resetting Save Games....30
Historical Background....31
The Attack of the Dead Men....31
Historical Accuracy of the Game....32

End User License Agreement

Please read this EULA agreement carefully before completing the installation process and playing *Haunted: Attack of the Dead Men* (the "Software"). It provides a license to use the Software and contains warranty information and liability disclaimers.

If you downloaded the free demo of *Haunted: Attack of the Dead Men*, this EULA agreement will also govern that demo. By installing and/or playing *Haunted: Attack of the Dead Men*, you are confirming your acceptance of the Software and agreeing to become bound by the terms of this EULA agreement.

If you are entering into this EULA agreement on behalf of a company or other legal entity, you represent that you have the authority to bind such entity and its affiliates to these terms and conditions. If you do not have such authority or if you do not agree with the terms and conditions of this EULA agreement, do not install or use the Software, and you must not accept this EULA agreement.

This EULA agreement shall apply only to the game *Haunted: Attack of the Dead Men* herewith regardless of whether other software is referred to or described herein. The terms also apply to any Software updates, supplements, Internet-based services, and support services for the Software, unless other terms accompany those items on delivery. If so, those terms apply.

License Grant

GameBeast Productions hereby grants you a personal, non-transferable, non-exclusive licence to use the *Haunted: Attack of the Dead Men* software on your devices in accordance with the terms of this EULA agreement.

You are permitted to load the *Haunted: Attack of the Dead Men* software (for example a PC or laptop) under your control. You are responsible for ensuring your device meets the minimum requirements of *Haunted: Attack of the Dead Men*.

You are not permitted to:

Edit, alter, modify, adapt, translate or otherwise change the whole or any part of the Software nor permit the whole or any part of the Software to be combined with or become incorporated in any other software, nor decompile, disassemble or reverse engineer the Software or attempt to do any such things:

- Reproduce, copy, distribute, resell or otherwise use the Software for any commercial purpose
- Allow any third party to use the Software on behalf of or for the benefit of any third party

- Use the Software in any way which breaches any applicable local, national or international law
- Use the Software for any purpose that *GameBeast Productions* considers is a breach of this EULA agreement

Intellectual Property and Ownership

GameBeast Productions shall at all times retain ownership of the Software as originally downloaded by you and all subsequent downloads of the Software by you. The Software (and the copyright, and other intellectual property rights of whatever nature in the Software, including any modifications made thereto) are and shall remain the property of *GameBeast Productions*.

GameBeast Productions reserves the right to grant licences to use the Software to third parties.

Warranty Disclaimer

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Termination

This EULA agreement is effective from the date you first use the Software and shall continue until terminated. You may terminate it at any time upon written notice to *GameBeast Productions*.

It will also terminate immediately if you fail to comply with any term of this EULA agreement. Upon such termination, the licenses granted by this EULA agreement will immediately terminate and you agree to stop all access and use of the Software. The provisions that by their nature continue and survive will survive any termination of this EULA agreement.

Governing Law

This EULA agreement, and any dispute arising out of or in connection with this EULA agreement, shall be governed by and construed in accordance with the laws of the United Kingdom.

Welcome to Osowiec

It is early August, 1915, and the morning Sun is starting to shine through the greenery on the horizon. It's not greenery from lush Summer vegetation though. No, all the trees and the bushes are dead and dying, destroyed by masses of artillery and machine guns. The only greenery you see today is from the gas rolling across No Man's Land to the fortress in front of you. A fortress that has stood strong against the German army for almost a year now, with no sign of falling. That will change today, as the gas slowly consumes it...

Those Russians must be panicking now. Seeing that slow wave of death suffocating everything it touches, knowing they will be next. And the poor bastards don't have gas masks. A whistle sounds, it is time to advance. With your gas mask fitted, you and 6,999 other Germans start marching towards the fort.

It is eerily quiet now. The only sound is the uniform stomping of boots in the mud. You can see the fortress clearly now, that formidable obstacle now lays silent, ready to be occupied. You march on, ever closer. The bullet holes peppering the wall are distinguishable from the concrete now, marking the countless battles that took place, countless charges and counter-charges. But something is wrong. A pile of Russian corpses in the trench below twitches slightly, out of the corner of your eye...

A shout from the trenches closest to the fort sounds the beginning of the counter-attack. Those bastards aren't dead at all, or are they? They shout, grunt and moan, but they also shoot. They are shooting at you – bullets whistle passed your ears as you duck for cover in the trench. But it is too late. The army has already routed, and their panicked rush to flee in disgrace has left you abandoned, all alone, surrounded by an army of Russians who are too angry to die...

Welcome to Osowiec Fortress. This is where you are trapped now. Running away now will



only get you shot in the back. The only way out is to go in deeper – something must be lurking in that fortress somewhere, keeping the Russians alive. It is up to you to find out what, or that darkness may be the death, or un-death, of the whole of Europe...

Getting Started with the Game

Haunted: Attack of the Dead Men puts you, a lone German soldier, in the heart of one of the most formidable fortresses in Europe during the Great War. You must battle for survival against an onslaught of Russians, who have survived death once already, and must be put down once again for good to prevent this darkness from spreading. Use a variety of different weapons to deal with an increasing number of enemies, who get stronger and more resilient the deeper you go...



Navigating the Menus



When you start the game, you will be greeted with the main menu. The menu has the following items:

- *New Game* – starts a new game. You will be asked to select a difficulty before playing.
- *Load Game* – loads a previously saved game. Select a save slot, or the Autosave, to load up the game and continue where you left off.
- *Options* – configures various game settings, such as graphics, sound and controls.
- *Extras* – shows the extras, such as Achievements and the Beastiary. In this demo version of the game, these are unavailable. This help file, as well as the credits, are also available to view in this menu.
- *Quit* – quits the game and returns to the desktop.

Starting a New Game

When clicking *New Game*, you will be asked to select a difficulty. There are five difficulties available in the demo version, each corresponding to an increasing rank in the German army – these are outlined in the panel to the right of the difficulty buttons in the form of a backstory for your character. Be sure to read them first before playing!



The selected difficulty will provide a score multiplier at the end of each level, which increases with harder difficulties. Each is described in more detail below:

- *Journalist* – this is the *Very Easy* difficulty. Not only are there much fewer enemies in each level, the enemies will actually not attack you unless provoked (reflecting on your "non-combat" role in the war). This is for the faint-of-heart who really, *really*, don't like a challenge.
- *Rekrut* – this is the *Easy* difficulty, and is recommended over *Journalist* for players who are new to FPS games. There are generally more items (health and ammo) to pickup on this setting, as well as fewer enemies (and less "ambush" situations).
- *Oberleutnant* – *Medium* difficulty. This is recommended for intermediate players who are looking for more of a challenge over *Rekrut*.
- *General* – *Hard* difficulty, recommended for more advanced players. Resources are more scarce than the easier settings, and you will be ambushed more often.
- *Feldmarschall* – *Very Hard* difficulty. This is recommended for FPS veterans who really like to get stuck in to the action. Resources are even more scarce, there are many more (and tougher) enemies, and you will be ambushed by higher-strength enemies more frequently.

Developer's notes

The *Journalist* difficulty is intended to be a joke, and will not be very fun to actually play. Try *Rekrut* instead if you are looking for an easier time.

Also, note that while it may look like only some of the difficulties are styled in German, in actual fact all of them are – it's just that some words are identical in English and German!

Customising the Difficulty

If the provided difficulty options aren't enough for you, and you want more of a challenge, you can customise the selected difficulty with some additional options. These options will give you a bonus score at the end of each level.



- *Pistol Start* – if selected, this option will take away all the weapons you found in the current level when you enter the next level, and will reset your health and armour – essentially, you start each level as if you are starting a new game. This grants 50% extra score.
- *Permadeath* – be very careful with this option, it will kick your ass. If selected, this will lock your game to a save slot of your choosing – this includes autosaves and quick saves. If you die, this save is permanently deleted. **You have been warned.** You will get double score for playing with this enabled to make up for it.

Playing the Game

On-Screen Information

When you load up into the game for the first time, it will look something like this:



At the bottom of the screen, there is a status bar which shows important information.

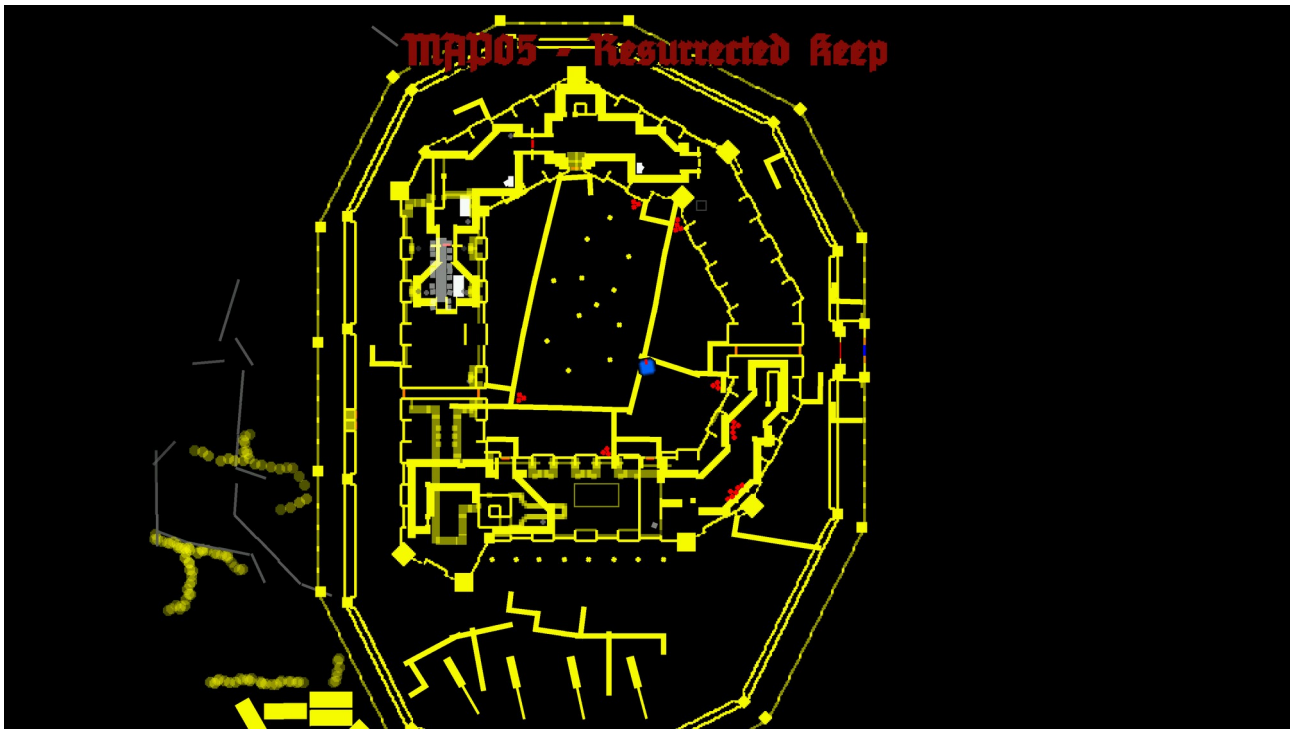
- *Health* – this one's obvious. You want this to be as high as possible, because if it hits 0 you're dead.
- *Your character* – pay attention to him. If you get too damaged, he'll start bleeding real bad. He will react positively to picking up items, but negatively to getting shot at. So don't get shot.
- *Armour* – this gives you a bit of extra protection against incoming damage. The higher this is, the less damage will be dealt to your health. However, it will be less effective the lower it gets.
- *Weapon* – this shows you what weapon you have equipped, as well as which number key it corresponds to (as long as the controls for individual weapons haven't been altered in the options menu). You can also see which weapons you have available in your arsenal here.
- *Ammo* – this one's also obvious. If there's bullets in your gun, you're all good. If there aren't any, you are going to run in to problems fast.
- *Inventory* – this shows you what keys you have picked up in the level so far. Keys do

not carry over to the next level.

Additionally, you will also see other things on screen as you play. At the top, there will be a series of messages showing what items have been picked up. You will also see other information here, such as which key is required to unlock a door when interacting with it.

Finally, when you are hit the screen will briefly flash red. The intensity of this is based on how much health you have, and how much damage you just took.

Viewing the Map



Pressing the *Show map* key (defaults to *Tab*) will bring up an in-game map of the current level. This map will show you where you are in the environment and where you can go next, but will not show secrets, items or enemies. The map will slowly be revealed as you progress through the level, and will also update based on what floor you are on (for maps with multiple floors).

Be warned – some levels deliberately **do not** have a map. You will need to pay attention to landmarks and the environment to determine where you are in these levels! Some of these levels may contain a pickup which partially reveals the map, but this is never available on the hardest difficulty.

Controls

While the controls in the game are fully customisable, it can be useful to know what the default for each is, and what each button does.

- *Move forward* – defaults to the *W* or *Up arrow* keys. Self explanatory.
- *Move backward* – defaults to the *S* or *Down arrow* keys. Self explanatory.
- *Strafe left* – defaults to the *A* or *Left arrow* keys. This allows you to sidestep to the left.
- *Strafe right* – defaults to the *D* or *Right arrow* keys. This allows you to sidestep to the right.
- *Jump* – defaults to the *Spacebar* key. This is how you leap over obstacles that may be in your way.
- *Run/Walk* – defaults to the *Shift* key. By default, you will always be running (because how else do you dodge bullets?). However, pressing and holding this key will slow you down and allow you to be more precise with your movement control.
- *Crouch* – defaults to the *Control* key. By default, pressing and holding this key will lower you down to a crouch position, which lets you duck under obstacles, or hide behind cover to avoid damage. Pressing it while jumping (a "crouch-jump") will allow you to jump across tight gaps or reach difficult secrets.
- *Interact* – defaults to the *E* key. This is how you open doors and activate switches.
- *Shoot* – defaults to *Left mouse button*. Shoot to kill, show those Russians no mercy.
- *Alternate Fire* – defaults to *Right mouse button*. Some weapons have an alternate fire mode, which is specific to the weapon. More details on that can be found in *The Arsenal of Weapons* section.
- *Next weapon* – defaults to *Mouse wheel up*. This switches to your next available weapon.
- *Previous weapon* – defaults to *Mouse wheel down*. This switches to your previous available weapon.
- *Show map* – defaults to the *Tab* key. Press this to find out where you are in the level (see *Viewing the Map*).
- *Quick save* – defaults to the *F5* key. This allows you to save without pausing the game.
- *Quick load* – defaults to the *F9* key. This allows you to load the last quick save without pausing the game.
- *Pause* – defaults to the *Escape* key. This will pause the game and give you a breather. It will also allow you to save the current game, load a previous game, or change the game options without having to return to the main menu.

Saving and Loading

Save and Load Menus



At any time while playing the game, your progress can be saved through the *Save Game* menu in the pause menu. There are six save slots available for saving the game – clicking one of the slots will save the game there. If there is already a save file in the slot, you will be asked if you want to overwrite the old save data. There is no need to provide a name for the save – a name will be generated automatically based on the current level and the difficulty you are playing on.

Permadeath saves have a special skull-and-crossbones icon next to them [], so you will know if you are about to overwrite your Permadeath play-through!



Loading a previous save is done through the *Load Game* menu. This menu will look similar to the *Save Game* menu, however there will be two additional slots – the Autosave and the Quick Save. You can load either of these slots like you can with a normal save slot.

In each of these menus, hovering over a save slot will show some additional information. To the right of the save slot list, there will be a screenshot showing what was going on at the time of the save file. Underneath this screenshot there will be a box with more details – this includes the full name of the current level, the date and time of the save, and the difficulty that you were playing on.

Other Methods of Saving

On top of manual saving, there are other methods for saving your progress – the Autosave and the Quick Save. The Autosave is updated automatically, at the start of every level. The game can also be quick saved using the *Quick save* button (default *F5*) – this save file can then be loaded again using the *Quick load* button (default *F9*).



The Quick Save is fixed to a single slot, so any additional quick saves made are automatically overwritten – any previous quick saves will be lost.

Out-of-Date Save Files

Sometimes, save files may become out-of-date, typically because of game updates and

bugfixes. If an update to the game will potentially cause issues when loading old save files, a warning icon [(!)] will appear next to the affected save slot. Additionally, you will be asked if you want to continue loading the save file.



Any changes that may break save file compatibility will be clearly noted in the release notes for the update, so be sure to check these for further information. If you do continue loading the save file, you can prevent future warnings by overwriting the save slot after it has finished loading.

The Arsenal of Weapons

There are eight weapons available in the game, each with their own strengths and weaknesses. By default, the number keys *1* through *8* allow you to switch to the desired weapon directly, if you have found it already.



Luger – the basic pistol. It fires fairly fast, but is not automatic and does low damage. This will be important to begin with, but will later become a backup weapon for dealing with weaker enemies.



Revolver – a very powerful handgun which can ~~blow your head clean off~~ devastate most lower-level enemies. A few more shots will still be needed to deal with the tougher enemies though.

Alternate Fire Mode: fan the hammer to shoot faster.



Rifle – the standard workhorse of the Great War. Most basic enemies will drop one when you kill them, so you will always have a lot of ammo for this. Does a moderate amount of damage.

Alternate Fire Mode: stab with the bayonet.



Trenchgun – the weapon of choice for a cultured *barbarian*. This devastating beast will kill multiple enemies in one blast if you aim well enough, and will melt even the stronger enemies.

Alternate Fire Mode: stab with the bayonet.



MG08 – the sort of weapon that should really be put on a stand. But, as the lone, one-man-army you are, you can just carry it and fire from the hip like it's nothing – so shred those Russians with it!

Alternate Fire Mode: deploy the MG statically, allowing for more accurate fire at the cost of not being able to move.



Granate – also known as "crowd control". It's like a portable explosive barrel, just don't stand too close when you throw it.

Holding down the fire button "cooks" the Granate, reducing the detonation time. Don't burn it though.



Flammenwerfer – a stylish weapon for someone wearing a gas mask. Keeps both friend and foe alike warm, especially on this cold, rainy night.



Shashka – the sword carried by the Cossack regiments. A weapon of class, this can be used to quickly dispatch anyone who gets too close. Also benefits from not requiring ammo to use!

Alternate Fire Mode: blocks incoming melee attacks. The Shashka you happened to find also seems to be imbued with magical powers, which allow it to also block incoming bullets if used correctly. Weird.

Developer's note

The last three weapons are not available in the demo.



It is ultimately up to you which weapon you use in any given situation. However, there are will be advantages and disadvantages to using some weapons over others – for example, while the Trenchgun is devastating at close range, it is more useless than a mop on a sinking ship at long range. You will need to work out which weapon to use in the heat of the moment.

Interacting with the Environment

As you navigate through each level, you will come across a variety of different objects that can be interacted with.





- *Barrels* – the FPS classic. Shoot at them and blow up a whole bunch of enemies – or yourself.

- *Doors* – these come in a few different forms. Some doors are just unlocked, and will open with a tap of the *Interact* button. Others will be locked though – you will need to find the appropriate key, which will be displayed in the messages at the top of the screen when you try to open the door, or you can look at the colour of the lock on the door to work out which key you need. But some doors are just plain locked – these will not have a coloured lock on them, and will never open.
- *Switches* – there are a few different types of these. Some can be activated with the *Interact* button, but others may need to be shot at instead. When a switch is activated, it will trigger some action in another part of the level – usually in the form of a new path opening up, or even a secret being revealed!
- *Corpses* – these can't be interacted with, and usually act as decoration. Usually, because sometimes they might be indicating something interesting nearby – deserters aren't uncommon around here after all. Some of these guys might have been seeking fortune for themselves before they, well, died. You might want to take notes.



Several other objects in the environment can be interacted with. Messages will appear in the HUD when interacting with such objects.

Power-ups and Items

Some items will give you bonuses in the form of new weapons, ammo, health or armour. To pick these up, simply walk over them.



- *Health* – there are two forms of these, *Med Kits* and *First Aid Kits*. *Med Kits* will give you a smaller amount of health, while *First Aid Kits* will give you a larger amount – and will even boost your health up to a maximum of 150!

- *Armour* – again there are two forms of these, *Helmets* and *Armour Vests*. *Helmets* give you a smaller boost to armour, while *Armour Vests* give a larger amount. Unlike health, armour will never go above 100, so be careful.
- *Weapons* – picking up a weapon will unlock it for use in your arsenal, and give you a few extra bullets for it. All enemies will drop one when they die.
- *Ammo* – this will give you some more rounds for your weapons. The amount of ammo you can carry for each weapon is limited however.
- *Keys* – these will show in your *Inventory* when you pick them up. They can be used to unlock the corresponding door.
- *Partial maps* – these may sometimes appear in levels without an in-game map. They will reveal part of the map, making it easier to navigate.

Environmental Hazards

As you progress through the game, you will eventually encounter environmental hazards which can make you vulnerable to enemies, or even kill you out-right.

- *Water* – try to stay out of it. If you fall in, you will make a big splash, and you will have a hard time getting out again – your movement speed will be reduced to below that of a walking pace, and if you fall in deep water, you will be unable to jump out until you reach shallower water again. While this makes you vulnerable, it will also slow down enemies as well, making them more vulnerable.



- *Bottomless pits* – a classic. If you fall in, you ain't getting out again – you will die before you find the bottom (if there is one). To make matters worse, the Russians

may be dead, but they aren't suicidal – this hazard is only a problem for you.
In a tight spot, you might try to jump over them, only to bump your head and fall in.
Try crouch-jumping instead.



Victory Achieved Screen

At the end of each level, you will be given a set of scores based on your performance in the level, which are shown in the *Victory Achieved* screen. You can wait for each score to be displayed automatically, or you can hit *Spacebar* to speed things up (pressing *Spacebar* twice will complete all the scores and immediately show the ranking). These scores are tallied up and used to determine an overall score and ranking for the level. The details for each score are listed below.



Aggression

This measures how aggressive you were towards your enemies in the level, and has the largest impact on the overall score. Getting up close and personal, staying out of cover and in their line of sight, and dispatching them quickly and efficiently are all good ways of increasing this score.

There is a good way to tell if you are getting a high aggression score while playing – if you see lots of bonus health and armour being dropped by enemies when they die, it means you will get a higher aggression score at the end of the level!

Kills

This is an obvious one. Find every enemy in the level, show them no mercy, and you will get a high kills score.

Secrets

Throughout each level, there will be a number of secret areas to find. These will contain lots of extra items to keep you going in the current level. On harder difficulties, it is essential to find some in order to stay alive.

You will gain a large, fixed amount of score for each secret you find in a level.



Difficulty and Bonus

The difficulty you are playing on will act as a multiplier for your score – you get x1 for *Rekrut*, x2 for *Oberleutnant*, x3 for *General* and finally x4 for *Feldmarschall*. Additionally, you will get bonus score for enabling some difficulty options - +50% for *Pistol Start* and +100% (or double) for *Permadeath*.

The "joke" difficulty, *Journalist*, is considered far too easy to be deserving of any score, so the multiplier for this is x0. Play the game properly next time!

Rankings

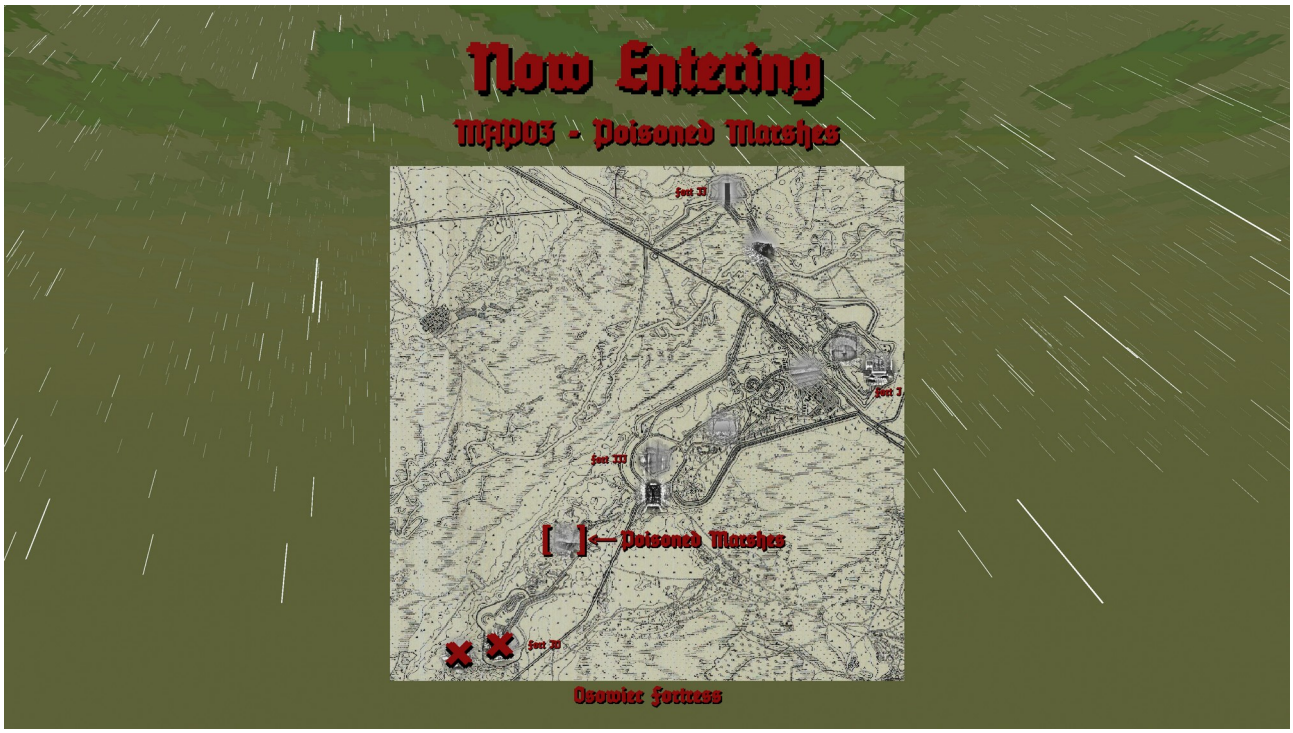
So you think you got a high score for the level, but was it really enough? Each level has a specified set of thresholds that determine your ranking, from *F* at the lowest, through *D*, *C*, *B*, *A*, and finally to *S*, *S+* and *H* at the highest. Your performance in the level and the difficulty you are playing on will affect the ranking you are able to achieve. You will have a tough time getting rank *S* on anything other than the *Feldmarschall* difficulty, but if you enable *Pistol Start* or *Permadeath* you might be able to do it on easier difficulties. However, it is almost impossible to get higher rankings unless you play on the *Feldmarschall* difficulty with some extra options enabled – the highest ranking, *H*, is only achievable with both!

Highscores Screen



After displaying the ranking, hitting *Spacebar* again will take you to the *Highscores* screen. This shows the top five highscores for the map that was just completed. Any new highscores obtained will appear here, and if a new highscore is achieved it will be marked with the label *"New personal best!"*.

Now Entering Screen



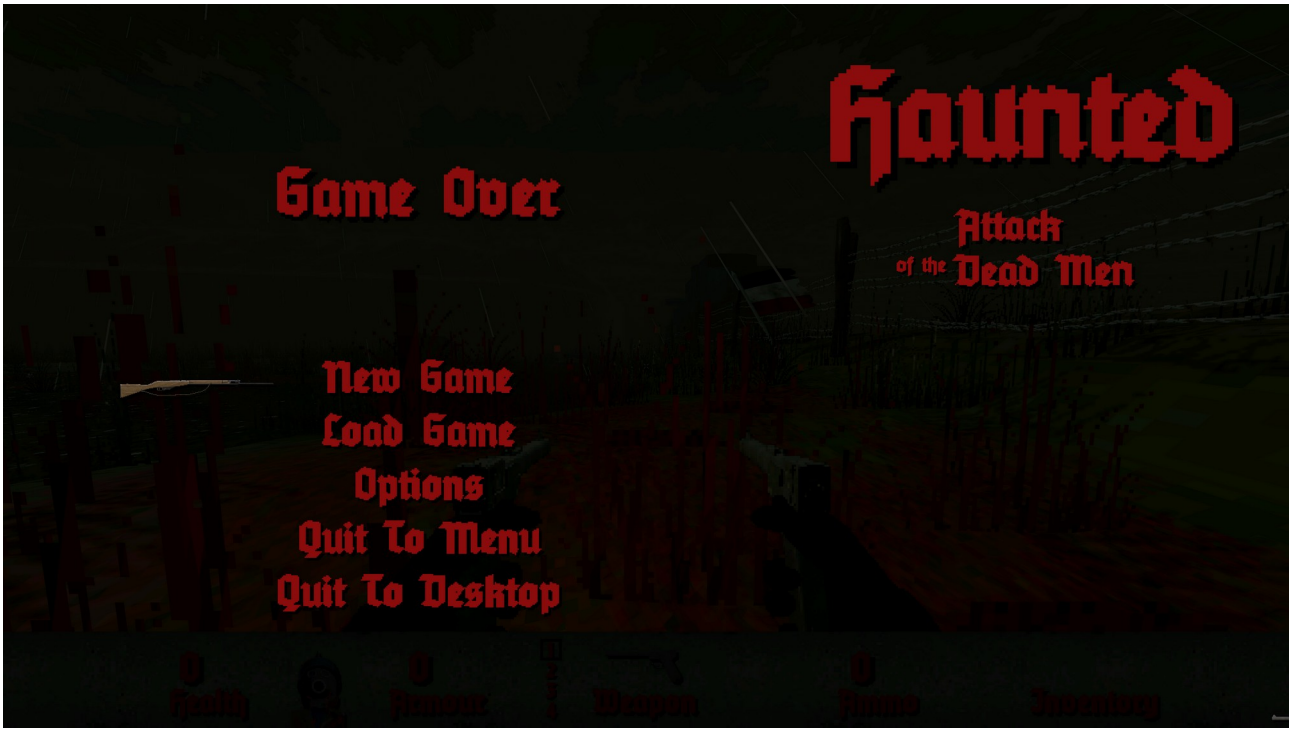
After the highscores is the *Now Entering* screen. This shows your current location, the name of the next map and where it is in relation to the other maps that make up Osowiec.

Death and Game Over

If your health reaches 0, it's Game Over. You let out a cry of pain and fall to the ground...



When this happens, you will be prompted to load the last available save. Selecting *Yes* will load up the most recent save file, which can also be the Autosave or Quick Save if necessary, and will throw you straight back into the action. Selecting *No* will bring up the menu, where you can choose which save to load... Or, you know, rage-quit, if you are that kind of person.



In-Game Options

There are a variety of different options that can be configured to make the game work just as you want it to.

Graphics



These options affect the visuals that are displayed on the screen, as well as performance.

- *Resolution* – this changes the display resolution that the game is rendered at. This has the biggest impact on performance, so try lowering it first if your computer is struggling to run the game. Or, if you are a masochist, you could raise it instead, and enjoy those nice, crisp... pixels?
- *Display* – this sets which monitor to run the game on in multi-monitor setups.
- *Fullscreen* – this sets the fullscreen mode – this can be either windowed, borderless window "fullscreen" (the default), or "true" fullscreen (also known as *Exclusive Fullscreen*). The game may perform better in *Exclusive fullscreen* as this will disable your operating system's desktop effects.
- *VSync* – this sets the VSync mode. If you are experiencing screen-tearing while playing the game, try enabling this. *Adaptive VSync* is a special mode which only enables VSync when the game is running faster than the monitor refresh rate.

(Note that the above options will not do anything until you click "Apply Display Settings").

- *Reduce Flicker* – reduces the intensity of flickering lights. This may help players who

are experiencing headaches or other side-effects in certain areas while playing the game. This setting may also help players who suffer from photosensitive epilepsy, however it is *not* to be considered an "epilepsy safe" mode.

- *Renderer* – sets the graphics renderer to one of the following modes:
    - *"Advanced"* – the best quality, but also the most demanding. This is the default for beefy desktop GPUs.
    - *Simple* – lower quality, but less taxing on weaker GPUs. This is the default for integrated GPUs (such as Intel graphics or AMD APUs) as it is better optimised for these. It is recommended to lower the decal limit with this renderer as there can be visual artefacts when there are lots of decals on-screen.
- Rain quality – sets the quality of the rain effect. "High" quality rain will not clip through buildings and as a result will be present in more levels, however as of v1.0.0 there may be some performance problems with it so it defaults to "low".
- *Shadows* – sets the quality of the shadows (low, medium or high), or turns them off completely. This will have a moderate impact on performance.
- *Anisotropic Filtering* – sets the anisotropic filter level. This does not have much impact on performance, but may improve things on older systems.
- *Anti-aliasing* – sets the anti-aliasing level. FXAA is a faster, but blurrier method of AA, while the different MSAA levels give a crisper AA effect at the cost of performance.
- *Max Decals* – sets the maximum number of visible decals. By default there is no limit, however if you are having trouble getting good performance try lowering this.
- *Target FPS* – sets the target FPS for the game to run at. If you have a high refresh-rate monitor, you may want to increase this as it defaults to 60 FPS. Alternatively, if the game is not running very well and the performance is inconsistent, try lowering this to give a smoother overall experience.
- *Field of View* – sets the field of view for the first-person camera. This is a flexible setting which can support ultra-wide monitors (up to 120 FOV), or narrower monitors (down to 60 FOV). Increasing the FOV may also alleviate motion sickness.
- *Exposure* – an important setting as the game is deliberately dark. If the game appears too dark on your screen, try increasing this setting first – it works like brightness, but is better at preserving colours at high values and as such prevents the game looking "washed-out".
- *Brightness* – if, after tweaking *Exposure*, the game is still too dark on your screen, try increasing this.
- *Contrast* – raises or lowers the contrast. Higher contrasts may make the different colours stand out better, while lower contrasts may help alleviate the "washed-out" look caused by high *Brightness* values.

- *Reset* – resets the display settings to their defaults. This does not affect the display settings (*Resolution*, *Display*, *Fullscreen* and *VSync*).

Sound



This menu provides three sliders for setting the sound volume.

- *Master volume* – sets the overall volume for all sound effects and music in the game.
- *Sound effects volume* – sets the volume for just the sound effects (e.g. gunshots and enemies).
- *Music volume* – sets the volume for just the in-game music.
- *Main Menu Music* – changes the music that is played in the main menu. You can enjoy listening to the tracks for any of the levels in the game this way!

Gameplay



These options affect the gameplay.

- *Switch Weapon on Pickup* – if enabled, you will automatically switch to a new weapon when you pick it up.
- *Switch Weapon on Empty* – if enabled, you will automatically switch weapons when you run out of ammo for your current weapon. The game will try to pick the best available weapon for you by checking the available ammo, damage output and fire rates of your current arsenal.
- *Show Crosshair* – if enabled, the crosshair will be shown in the centre of the screen. This can help you aim better.
- *Hit Indicators* – if enabled, this will show arrows on the screen pointing to where the last enemy that shot you was.
- *HUD Layout* – sets the HUD layout. The options are *Default* (which shows the normal status bar), *Minimal* (which does not show the status bar, but essential info is still shown on screen) and *Off* (which disables most HUD elements, apart from messages and hit indicators (if enabled)).

Developer's note

> Although the *Hit Indicators* option is a typical feature of modern FPS games, in *Haunted* it is considered an accessibility option for players who are finding it difficult to see or hear the enemies. Most players should leave this setting off so they can enjoy the game as it was meant to be played.

Controls



This menu provides various control options.

- *Mouse sensitivity* – sets the sensitivity of the mouse while in game. This does **not** affect the mouse in the menus.
- *Invert Mouse Y axis* – inverts the mouse Y axis. As above, this does **not** affect mouse movement in the menus.
- *Toggle Crouch* – if enabled, then the *Crouch* button will toggle between crouching and standing. This is helpful for players who suffer more from RSI (repetitive-strain injury).
- *Always Run* – if enabled (the default), then holding the *Run* key will slow your movement to a walk. If disabled, the *Run* key will actually do what it says – make you run!
- *Edit Key Bindings* – this menu allows you to change the primary (and optionally secondary) keys for any action in the game. The only exception to this is that the primary key for pausing the game is fixed to *Escape*.

- *Reset* – this option resets all key bindings to their defaults. This is useful if you break something!

Resetting Save Games



This option will delete all save games, including the Autosave and Quick Save. Use this to wipe the slate clean and start over, or if you want to p*ss off your friends. This will delete your achievements progress at the same time, but will **not** affect achievements unlocked in Steam (if you are playing the Steam version of the game).

Historical Background

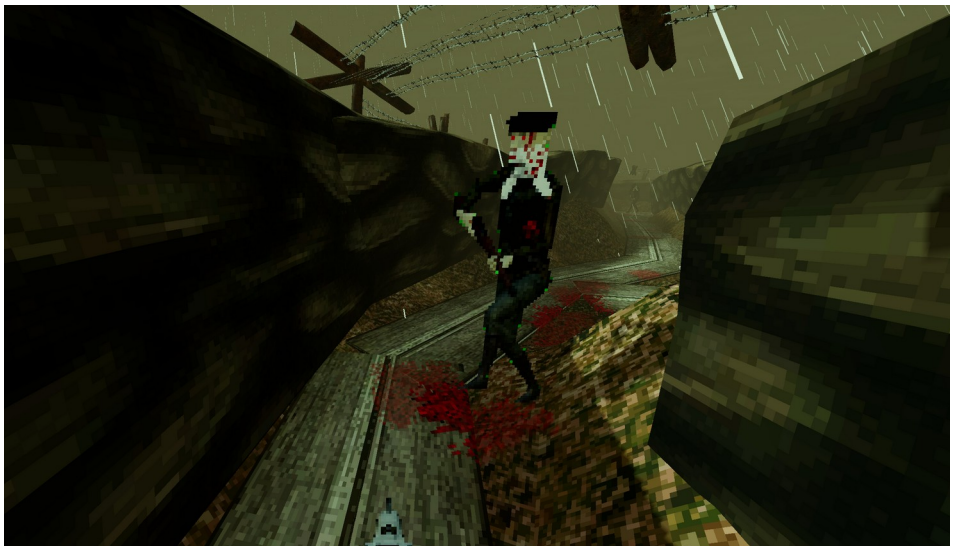
Well, if you read through all that and are still here, congratulations! That was a lot to take in. Your reward now is a bit of context on the historical setting of the game and why it takes place where it does.

The Attack of the Dead Men

The Attack of the Dead Men was a real battle that took place on 6th August, 1915, at Osowiec Fortress. This fortress was built by the Russians at the end of the 19th Century and held firm against relentless German attacks for the first year of World War One. It was so formidable because of its advanced design, as well as its important strategic location – it was surrounded on three sides by boggy marshlands (or marshy boglands?), and lay on the railway between Königsburg (now Kaliningrad) and Bialystok. This almost single-handedly prevented the German advance into Russia from the province of East Prussia.

Throughout 1914 and into 1915, the Germans made several attempts to capture the fortress, all of which ended in failure. At the height of these battles, the fortress was manned only by around 1,000 men, who were heavily outnumbered but easily held their own and repeatedly counter-attacked to take back lost trenches.

Eventually, on 6th August, the Germans decided to use gas to dislodge the defenders. This attack wiped out almost 90% of the 900 defenders (who did not have gas masks), yet amazingly around 100 men survived. These Russian men, who were just too angry to die, "survived" by using wet bandages (or even p*ss-soaked bandages, for the more adventurous ones). However, this primitive defence did not leave them completely unscathed. As they rose to meet the advancing Germans (all 7,000 of them), their lungs were heavily damaged, and they were constantly coughing up blood and splitting chunks of lung out at the enemy... which is how the battle was named.



These 100 men successfully repelled the attack just by not dying, although the fortress was later abandoned when the Germans managed to manoeuvre around it.

Historical Accuracy of the Game

The short answer is, well, it isn't. While the game is based on the events of the battle it is named after, many creative liberties have been taken to make it a fun-to-play game. These include:

- Making the Russians more zombie-like – obviously they weren't actually dead in the battle.
- The guns are a mix of weapons that could be found in World War One, but probably not all on the Eastern Front in 1915 – the Trenchgun was first used by the Americans on the Western Front when they joined in 1917, for example. Also, it is (probably) not possible to fire an MG08 from the hip, no matter how strong you are.
- The levels, although based on real maps of Osowiec Fortress, are not all based on the actual forts – MAP02 (Fort IV) is based on real pictures, however the design of Fort III is entirely fictional (although the layout is based on a real map).