NECURATU

A Bloody RTS
Manual

The Story:

Master Klaif - an ancient vampire, has been grave robbed by an unknown group of people. His wife Duchess Vanda has been stolen and taken somewhere. The player takes on the role of Master Klaif and must save his wife from peril, and seek revenge.

How to play:

View and basic controls:

A,W,S and D on the keyboard to move the view around the world. If this doesn't work, please restart the game from the main menu and try again.
If the mouse moves towards the edge of the screen, the view will move.
Use Q and E to rotate the view if needed.
Use the Mouse Wheel to zoom in and out.
P to pause the game.
F7 and F8 switches the music on or off.
M opens up the minimap.
Left bracket, and right brackets toggle the minimap.
Plus + and Minus - to change the speed of the game in three modes. Speed up, normal speed, and slow motion.

To access the menu options in the game, click on the book icon. Or press ESC. When starting a new level, be sure to check the ‘Level Code’ button.

The Spell Bar contains various spells that units can cast.



Resources:



More blood can be obtained by humans, critters and bottles.
More mana can be obtained by Mana orbs and certain buildings.

Unit abilities and spells:


Flee to nearest coffin
Click on this button if you would like the current selected units to retreat back to a coffin for safety.


Bite of Fate
With a unit selected, click on this button when they're close to a human, to bite them in such a way, as to turn them into a vampire for your breed.


Speed Burst
Click on this to gain some extra speed for a short amount of time. Costs 5 blood and 30 mana.


Sleep
Use this ability to regenerate powers. However the unit is more vulnerable to attacks, and can't be ordered to move while sleeping.


Illusion of Identity
Cast this spell while you have a unit selected, and they will temporarily appear to be a human, male or female. Costs 20 blood and 50 mana.


Transform into a Bat

The selected unit will become a bat, and can travel very fast to a location. Costs 35 blood and 25 mana.

Defend Master
The selected unit will move to the Master Vampire.

Hypnotize
Cast this on a human to disable their abilities for a short amount of time. Hopefully enough time so your unit can either get past them, turn them, or destroy them. Not every Vampire has this ability.

Sun Shield
Cast to protect the current unit for the sun for 8 seconds. Not every Vampire has this ability. Costs 0 blood and 20 mana.

Construction:

To build a new structure, press TAB.
Click on a building icon you would like to build.
Move and click the icon into the Circle of Power area.



Passive buildings:

Gravesites can be activated with any unit, and basic coffins are extra build areas with low mana regeneration.

Blood Storage
Offers an endless supply of blood to your units from Klaif's supply, if they are close enough.

Blood Cost: 0 Build time: 9
Mana Cost: 60

Bat Tower
Long range warning for protection.

Blood Cost: 20 Build time: 7
Mana Cost: 25

Alchemist.
Turns blood into mana.

Blood Cost: 90 Build time: 50
Mana Cost: 80

Units:

All vampire units can be burnt by the sun. Press F to return the view to above the selected unit.
Units can pick up extra items for sun protection, such as:



A selected unit can be set to crawl using the C key, which makes them travel slightly faster. The Left Control button is a quick shortcut to send the order of the unit to use Bite of Fate. The Left Alt button is a quick shortcut to send the order of the unit to kill a target to destroy them.

Most units have three modes which can be changed with the mouse wheel. The three modes are:

Destroy

Bite of Fate

Do nothing

Master Klaif and his Wife; Duchess Vanda have these stats:
Health: 100
Sun damage per second: 1
Speed Vanda: 2.2
Speed Klaif: 1.8
Blood cost: 0
Mana cost: 0
Build time: 0
-if either of them die, the game will end after 12 seconds.

Turned Civilians
Health: 100
Sun damage per second: 5
Speed: 2.2
Blood cost: 0
Mana cost: 0
Build time: 0
The humans can be a source of blood and also can be turned into a vampire with the Bite of Fate spell.
The unturned may attack your vampires with various weapons such as;

- Crucifixes - Damage = 25
- Holy Water - Damage = 60
- Garlic - Damage = 5
- Wooden Stakes - Damage = 90
- Claws - Damage = 20
- Silver Bullets - Damage = 9

The unturned occasionally have construction areas of their own, located at the blue circles of power.



If these structures get built, the unit created is a Vampire Hunter, or an area of Crucifixes which drains mana. Also beware of garlic plants, they also have a negative effect on Vampire units.

Strigoi:

Health: 60
Sun damage per second: 3
Speed: 1.8
Blood cost: 10
Mana cost: 25
Build time: 8

These Strigoi are from another ancient tribe who have known Klaif for a long time. They do what they can to support the cause. They can be recruited with the Strigoi Coffin.

Strigoi Coffin:

Blood Cost: 10

Mana Cost: 10
Build time: 17

Aswang:

Health: 70
Sun damage per second: 2.8
Speed: 1.8

Blood cost: 15
Mana cost: 50
Build time: 10

This group of Aswang have decided to help by sending their warriors to help Klaif. They can be recruited by the Aswang Hut.

Aswang Hut:

Blood Cost: 15

Mana Cost: 20
Build time: 10

Lemures:

Health: 150
Sun damage per second: 3
Speed: 1.8

Blood cost: 25
Mana cost: 50
Build time: 18

Lemures from Italy have been revived for a chance to help Klaif. They can be hauled out of Roman Tombs.

Roman Tomb:

Blood Cost: 35

Mana Cost: 35
Build time: 16

Garkin:

Health: 180
Sun damage per second: 2.6
Speed: 3

Blood cost: 30
Mana cost: 30
Build time: 20

These creatures dwell in the caves, and not much is known about them. They can be tempted out of caves with a fresh offering.

Cave Tomb:

Blood Cost: 45

Mana Cost: 35
Build time: 17

 Vetalas:

Health: 240
Sun damage per second: 0.5
Speed: 3.5

Blood cost: 35
Mana cost: 40
Build time: 6

These beings are well trained and can be summoned very quickly. They reside in Tents.

Tent:

Blood Cost: 35

Mana Cost: 40
Build time: 29

 Draugr:

Health: 310
Sun damage per second: 1.6
Speed: 3.5

Blood cost: 40
Mana cost: 45
Build time: 8

A feared vampire with great strength and speed. They can be contacted through the Sarcophagus.

 Sarcophagus:

Blood Cost: 70

Mana Cost: 65
Build time: 24

 Vampirate:

Health: 380
Sun damage per second: 1.6
Speed: 3.5

Blood cost: 40
Mana cost: 45
Build time: 4

A rare group of Vampires who sail, scaring and killing as they please. The ones who are shipwrecked are available for hire.

 Shipwreck:

Blood Cost: 50

Mana Cost: 45
Build time: 17

 Shtriga:

Health: 150
Sun damage per second: 2.5
Speed: 3.2

Blood cost: 20
Mana cost: 65
Build time: 10

A type of witch plus vampire breed. This small group have known Duchess Vanda for a long time, and want to help fight for her revenge. They can be hired through the Temple.

 Temple:

Blood Cost: 35

Mana Cost: 40
Build time: 22

 Hybrid:

Health: 100
Sun damage per second: 6
Speed: 6.3

Blood cost: 50
Mana cost: 40
Build time: 26

This species of hybrid is very rare, fast and powerful. Not much is known about them, for they are associated with other breeds who didn't necessarily fight for any cause.

 Hybrid Plinth:
Blood Cost: 80
Mana Cost: 50
Build time: 36

 Utukku:

Health: 1000
Sun damage per second: 7
Speed: 4

Blood cost: 90
Mana cost: 90
Build time: 15

These creatures are the most dangerous of the bunch, however they are weak to the suns burning gaze. They can be summoned from the Marble Crypt.

 Marble Crypt
Blood Cost: 60
Mana Cost: 60
Build time: 33



Thanks for reading & playing the game!
Apologies in advance for any bugs.