
Grotesque Tactics II
Dungeons & Donuts

EPILEPSY WARNING

A small percentage of people can be susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns. Such people may also have a seizure when watching certain monitor images or playing video games. Sometimes this happens even if the person has no medical history of epilepsy or has never had a seizure brought on by epilepsy.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents monitor the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game, IMMEDIATELY discontinue and consult your doctor: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movement or convulsion.

Please follow these general preventative guidelines when watching or playing computer or video games:

- Do not sit or stand too close to the monitor

- Use the smallest possible monitor

- Do not play if you are tired or have not had much sleep

- Rest for at least 10 to 15 minutes per hour of playing a video game

- Make sure the room in which you are playing is well lit

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Help, Support, Website and Forum

For technical questions, suggestions and discussions feel free to use our forum at **www.grotesque-game.de** or or send an email to **support@headupgames.com**.

I. INTRODUCTION

1. Prologue

Grotesque! Created by the titans, who had come aeons ago, descended from madness in the stars. Grotesque was their plaything, its people subject to their every whim, until the archangel Thorus, with his heavenly army, banished the titans. Now, the ancient giants slumber deep under the earth and sea, delving in dreams of the day on which they awaken to unchain mad horrors on Grotesque anew.

It was a sunny day in precisely this unknowing world as young recruits of the military academy of the kingdom of Glory absolved their final training exams. Only recruit Drake saw grey skies and dark clouds, he alone had flunked. Filled with desperate self-doubt, he sought the end of his life in the maw of a ferocious mushroom. However, he had not planned on Holy Avatar; demigod and hero of lore, a legend in his own time and heartthrob of countless women. Only his semi divine intervention prevented Drake's end. He named him commander of his troupes, and together they began to assemble them. The Dark Church threatened the kingdom. The king's army lay defeated. There were no heroes left to set things right. Thus travelled Holy Avatar, with Drake in tow through Glory in his search for comrades in arms, in the only places where warriors might still be found: amongst criminals and villains. And so were formed the Evil Heroes.

Mother of God and her closest minions: the vampire Dawnclaude and the dark wizard Sadrax, heard of the Evil Heroes and tried to thwart them at every turn, but Commander Drake finally led his troupes to victory over the Dark Church in the catacombs under the cemetery of Westwood. To the ragtag group of unorthodox heroes belonged first Drake and Holy, then Rukel the goblin, the angel Angelina, the lady vampire Solithaire, the berserker West and the three maidens of the Avatar: Sandy, Candy and Mandy. Even the vampire Dawnclaude joined their ranks when he recognized Solithaire as his one true love.

The death of Mother of God broke the blanket of terror across the kingdom and allowed peace to settle on Glory. Many citizens of the kingdom gathered in the former halls of the Dark Church to celebrate victory over the enemy, and to honor their heroes. Especially Holy Avatar enjoyed the attention, and told all who would listen of his heroic tales. Then it came...

A killing fog rose from caverns deep below the catacombs. It spilled from cracks in the ancient rock, stretched its misty tendrils across the floor and flooded from dark openings that hinted at the immense depths beyond. Many were devoured. Men, women, elves and goblins ran for their lives in sheer terror, fled into the depths of the prehistoric structure. So quickly after victory over evil was won, evil had returned and brought fear along with it.

2. Here and Now

It is the year 1176 of Thorus. In the depths below the cemetery of Westwood, survivors of the killing fog struggle against starvation and raw desperation. The path upward leads to the fog that swallows all life it touches, the way below to giant spiders, slimy blobs and an army of the undead. The princess of Glory and a small cluster of nobles have secured the largest supply of rations for themselves, yet even these will not last much longer. Remaining survivors band together in guilds in hopes of defying death. The elves, already united by their culture, founded the first guild: The Guild of Elves. Intimidated by this sudden unbalance of power, human warriors followed the call of the cruel mercenary Razor and became the Guild of Mercenaries. And what would a fight for survival be without the most glorious of heroes, Holy Avatar? True to himself, he gathered a following of maidens and founded the Holy Avatar Fan Club.

Three mighty factions.
A contest for scarce resources.
Surrounded by approaching dangers.

This is the new story of Commander Drake.
This is the next chapter in the history of Glory.
This is Dungeons & Donuts!

II. INSTALLATION

Install the game by simply following the onscreen instructions. Be sure to also install included software to ensure the game runs properly.

Minimal System Requirements
CPU: Dual-Core 2,2 GHz | RAM: 2Gb | Graphic Card: nVidia GeForce 5 / FX // ATI Radeon 9500 Series / ATX X700 or better | OS: Windows XP / Windows Vista / Windows 7 | Sound: DirectX 9.0c comp.

III. THE GAME - 1. Interface

Unit Display
In the upper left corner of the screen you will find the unit display, which show the current status of the active character, as well as that of the targeted character or enemy. Attached to the character portrait are the character's level as well as energy bars to display:
Green Bar: Hit points (HP)
Blue Bar: Mana points (MP)
Red Bar: Ecstasy (ET)
Yellow Bar: Experience Points (XP)

Initiative Bar
The initiative bar displays the order of attack during combat. With it, the player can see which character's turn it is and in what order other characters and enemies will follow. Clicking one of the portraits targets that unit and centers the camera on it, allowing the player to keep an overview of order and position of all participating combatants.

Action Bar
The action bar encompasses all learned skills of the active character, combat commands, two customizable slots to which the player can drag & drop items from the inventory window, an auto-loot key as well as access buttons to open various menus.

Charinfo
The charinfo contains information about the attributes of player characters, as well as the equipped armor and weapons they carry. Arrows at the bottom of the window allow the player to scroll through all characters.

Quest Log
The uppermost section of the quest log gives an overview of currently active quests. The lower section offers more detailed descriptions of the currently selected task.

Inventory
Looted and purchased items appear in the inventory window.
For manageability, this is divided into four subcategories:
Weapons / armor / accessories, potions, quest items and recipes / ingredients.

Talents
Every playable character has its own talent tree, with which he or she can be developed along different paths, as determined by the player. Left clicking on a talent invests an available talent point and raises the selected talent.
Investing more points in a specific tree unlocks more powerful talents.
Each new row of talents that are unlocked reward the active character with a new skill on the action bar.
A save button centered at the bottom of the talent window applies any changes made and talent points invested. Right clicking a talent undoes the last unsaved investment of talent points.



	Keyboard	Mouse
General		
Movement	W,A,S,D	RC on the ground
Attack	1	RC on the target
Special Attacks	2-5	LC on the action bar icon
Target Select	W,A,S,D + Enter	LC on the target
Cancel Select	Backspace	RC
Wait	6	LC on the action bar icon
Defend	7	RC on the active character
Quick Slots	8 + 9	LC on the action bar icon
Auto Loot	0	RC on lootable object
Talk to character	T	RC on the character
Party overview	P	
Conversation		
Next dialog	Enter	LC
Skip dialog	Backspace	RC
Confirm answer	Enter	LC
Select answer	W,A,S,D	LC / Mouse wheel
Camera		
Zoom	+ / -	Mouse wheel
Pan	Arrow Keys	Move cursor to screen edge
Rotate	Q / E	Press & hold mouse wheel
Center	Home	LC icon in the action bar
Follow	End	LC icon in the action bar
Inventory & Trade		
Use item	~	RC on the item
Move item	~	RC drag & drop
Quick sell	~	Hold shift + drag & drop
Menus		
Character info	F1	LC on icon in action bar
Quest log	F2	LC on icon in action bar
Inventory	F3	LC on icon in action bar
Talents	F4	LC on icon in action bar
Menu	ESC	LC on icon in action bar

3.1 Game World

Grid Cells
The cells in the game grid mark the area in which characters can interact in turn-based combat.

Clear Cells
These cells are outside of the active character's interaction range.

Blue Cells
These cells mark the range of the active character's movement.

Red Cells
These cells mark fields with targets that can be attacked or healed.

Yellow Cell Corners
A cell with yellow corners is a currently selected cell. When using a skill that affects multiple targets, these cells mark the area of effect.

3.2 Combat

At the start of each battle, all participating units are organized into the initiative bar. This includes player-controlled units as well as non-player characters and enemies. The established order of initiative is set for the remainder of the encounter. The only exception to this rule is when new participants arrive once combat has begun.
Once the order of attack has been established, the units use their turns. Either they move to the edge of their movement range and go into wait or defense mode, or they approach an opponent and attack. Either ends the unit's turn. Exceptions are looting of fallen opponents/chests/etc and speaking to NPCs. Both of these actions have no influence on the combat turn.

3.3 Guilds & Factions

The Guild of Elves
The elves were only visiting as guests of the festival, and have lost countless brothers and sisters to the killing fog. Relations with the humans of Glory have always been tense, a condition only increased by current events.
The high elf General Tharolas leads his people. His bodyguard, the wood elf Felja commands the surviving elfish troupes. Together they focus their attention primarily on the graveyard of Westwood, the only point of access to the surface available to them. By carefully observing the fog present there, they hope to study and learn more about it.

The Guild of Mercenaries
Thieves, ruffians and vagabonds attending the festival now make up the meat of this group. They quickly found allies among the goblin camps native to the surrounding dungeons and recruited many to their ranks as they began exploring the honeycombs of halls around what was becoming to be called Sanctuary. The hunt for valuables and treasure is this guild's primary objective. Muscle bound Razor is boss and leader of the mercenaries, the unstable Tevez his right hand man. When Razor meets a warrior named Zara, things begin to change for the guild, a new direction is taking form. Zara has an uncanny knowledge of the dungeons and is exerting quite a bit of influence on Razor.

The Holy Avatar Fan Club
In the name of Glory, Holy Avatar founded a guild of his own to explore the surrounding tunnels and maybe find a safe return to the surface. As the demigod's nature demands, only maidens were recruited into the new guild, much to the chagrin of other knights present. Though the Avatar may have alternate priorities, the Fan Club is generally recognized as the guild most likely to save the day. When it gets around to it...

Glory
Citizens of Glory gather under the protection of Princess Lasziva of Glory and her entourage, the royal advisor Senor Don and the paladin Sir Silver. The nobles who had been attending the feast enjoy the greatest pull and largest available food rations. Even in these dangerous times, the illusion of security can always be found in decadence.

IV. THEY BE HEROES

1. Attributes

Health
Shows current and maximum hit points of a character.

Mana
Show the current and maximum mana of a character.

Experience
Shows the current experience points of a character and the amount of expe rience required to achieve the next level.

Strength
Increases the physical damage done by a character's attack.

Magic
Increases the magical damage done by a character's attack.

Dexterity
Increases a character's chance to hit.

Reputation: Glory / Elves / Mercenaries
Shows the standing a character has with the various factions.

Damage
Shows the amount of base damage a character does with a normal attack.

Chance to hit
Shows a character's chance to land a successful hit when attacking.

Dodge
Shows a character's chance to avoid an opponent's attack.

Armor / Resistance
Shows the amount of protection a character has against physical attacks, and the resistance against fire, ice, soul magic and poison.

2. Drake



Description
Commander Drake is the leader of the Evil Heroes, the band that saved the kingdom Glory from the Dark Church. Now, he suffers from hero's amnesia and is meeting old friends all over again for the first time. In spite of this, Drake remains a somewhat depressed swordsman, although losing his memory seems to have made him a little more upbeat.

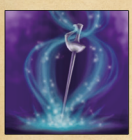
Resistances
Bonus versus poison and soul magic. Weak against fire.



Special 1: En Garde
An attack combo that strikes two targets standing in line.



Special 2: Leaping Strike
Drake performs three successive attacks on the same target.



Special 3: Reprise
Is performed twice within one turn. The second attack is automatic.



Ultimate: Motivation
Motivates allied party members with an encouraging rally.

3. Sweet Violence



Description
Living death has never looked so good. Sweet Violence's name is entirely justified; she is sweet and also extremely violent. She is a scythe-swinging warrior, oh.. and also a zombie. When she finds herself in the same boat with the humans of Glory, she decides to throw in with Drake. She soon reveals herself to be a loyal companion and comrade in arms. Even if her eating habits are a little unorthodox.

Resistances
Bonus versus poison and soul magic. Weak against fire.



Special 1: Blade Dance
An attack with increased damage. Raises Sweet Violence's critical chance for two rounds.



Special 2: Shadowstep
Violence moves through shadow, surprising an enemy with deadly precision.



Special 3: Icy Breath
Causes the debuff 'Freezerburn' that does ice damage for the next three rounds.



Ultimate: Blizzard
Area attack focused on Violence. Affected enemies are slowed temporarily.

4. Norai



Description
The somewhat-eccentric head chef to the nobles of Glory has a soft gooey center. A keg under his arm, a smile on his face and a fire dragon named Master Lu in his pants. Many believe Master Lu to be a figment of Norai's imagination, and maybe he is, but then where is all that fire coming from that is so deadly to his enemies? For the survivors of the recent catastrophe, Norai the cook is a life-saver. Even in combat, Norai saves lives, because above all, Norai is a healer.

Resistances
Bonus versus ice. Weak against soul magic.



Special 1: Keg Tap
Heals the target.



Special 2: Dragon's Breath
Bathes two lined-up targets in fire.



Special 3: Fire Shield
All party members within a two-field distance receive fire resistance for two rounds.



Ultimate: Happy Hour
Heals a portion of the entire party's health.

5. Candy



Description
This pretty young maiden has already saved Glory once as a member of the Evil Heroes. Now she is once again a maiden of Holy Avatar and member of his guild. With bow and quiver she is a useful ally and dangerous opponent. Left behind by the Avatar and his gaggle of maidens to keep the hearth at guild HQ, she feels alone and abandoned, coupled with worry when Holy fails to return. She joins Drake anew in the search for her demigod. Only this time around she is not the same blonde ditz she once was.

Resistances
Bonus versus ice. Weak against fire and poison.



Special 1: Aimed Shot
Attack with an increased chance of a critical hit.



Special 2: Sleep Arrow
Puts the target to sleep.



Special 3: Hail of Arrows
Area attack on three targets in a line.



Ultimate: Double Tap
The arrow passes through its target, doing damage and transferring all debuffs to a second target standing behind the first.

6. Angelina

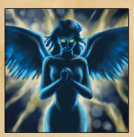


Description
The halo and wings give Angelina's true nature away. When Drake awakes with amnesia, he finds the angel Angelina watching over him.
The affections they once shared are forgotten, but Drake feels drawn to her instinctively. Although she is brutal and temperamental as ever, she does have a nurturing side to her, which does come in handy, being a healer and all. Her passion is admirable, the harp she wields a fearsome weapon, and her tongue sharp enough to cause injury.

Resistances
Bonus versus soul magic. Weak against ice.



Special 1: Soothing Sonata
Heals a friendly target for 20% of its total health.



Special 2: Angelic Rage
An area attack centered on Angelina. Causes soul damage.



Special 3: Holy Speer
Passes completely through its target and carries its debuffs on to a second target standing behind it. Causes soul damage.



Ultimate: Divine Cleansing
Area effect that heals the entire party for 30%.

7. Deacon



Description
Luck and random chance dumped this member of the mercenary guild in the twisting tunnels of the dungeons, where Drake finds him and gets him to tag along. With a sword in each hand, this warrior is a whirlwind of destruction, but the Guild of Mercenaries isn't the appreciative kind, the boss is a very scary guy and Deacon is no friend of unecessary danger. When Deacon and Drake become friends and the Guild of Glory turns out to have more pretty girls than the mercs do, the decision to switch guilds becomes unavoidable, and a new hero stands ready to save the world.

Resistances
Bonus versus ice. Weak against fire and poison.



Special 1: Cutter
Attack with a damage bonus versus small creatures.



Special 2: Penetrating Punch
A two-punch combo that damages armor and lowers defense.



Special 3: Bladestorm
An area attack that deals twelve attacks to three targets in a row.



Ultimate: Airstrike
An area attack centered on Deacon, raining swords on enemies from above:

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