

# 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 incomming 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:     | 128MB                             |
| HDD:              | 60MB                              |
| 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.





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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:

- |                      |  |
|----------------------|--|
| <b>Observation:</b>  | By concentrated examining of monsters, you can gain your experience in combat much faster.         |
| <b>Constitution:</b> | With stronger constitution you survive more serious wounds.  |
| <b>Regeneration:</b> | Regeneration helps you heal faster over time.  |
| <b>Resistance:</b>   | Poison and freeze condition affects you for shorter periods of time.                               |
| <b>Luck:</b>         | Higher luck gives a better chance that dead monster or destroyed crate will drop an item or bonus. |
| <b>Walk speed:</b>   | Fast movement is crucial for combat and exploring large areas.                                     |
| <b>Melee combat:</b> | With better melee combat skills, you give bigger hits to monsters when you touch them.             |



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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.

|  |  |
|--|--|
|  <b>Dynamite</b><br>Ammo: 10       |  <b>Machine gun</b><br>Ammo: 30/120 |
|  <b>Sword</b>                      |  <b>Crossbow</b><br>Ammo: 1/15      |
|  <b>Pistol</b><br>Ammo: 6/120      |  <b>Cannon</b><br>Ammo: 10          |
|  <b>Two pistols</b><br>Ammo: 6/120 |  <b>Flamer</b><br>Ammo: 36          |
|  <b>Shotgun</b><br>Ammo: 2/24      |  <b>Dynamo gun</b><br>Ammo: 42      |



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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.  
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Larva Mortus created by RAKE IN GRASS in 2008.

Please visit us at <http://www.rakeingrass.com> or at <http://larvamortus.rakeingrass.com>