

# VIVISECTOR



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manual

## EPILEPSY WARNING

Please read before using this game or allowing your children to use it. Some people are susceptible to epileptic seizures, or loss of consciousness when exposed to certain flashing lights, or light patterns in everyday life. Such people may have a seizure while watching television images, or playing certain video games. This may happen even if the person has no medical history of epilepsy, or has never had an epileptic seizure. 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 should monitor the use of video games by their children. If you, or your child should experience any of the following symptoms: dizziness, blurred vision, eye, or muscle twitches, loss of consciousness, disorientation, any involuntary movement, or convulsion while playing a video game, discontinue use **IMMEDIATELY** and consult your doctor.

### Precautions During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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# Installation and Game Start

## System Requirements

### Minimum: For low-medium detail graphics

- 1GHz CPU processor or better
- 512MB memory
- DirectX version 9.0
- GeForce 3 series with 64 MB of memory or ATI Radeon 7000 series with 64 MB of memory
- DirectSound card compatible

### Recommended: For maximum detail graphics

- 1.8GHz CPU processor
- 768MB memory
- GeForce FX with 256Mb of memory or ATI Radeon 9600 with 256MB of memory
- SoundBlaster Audigy Series audio card

## Game Installation

To install the game insert the «Vivisector: Beast within» game CD into your CD-Rom drive. If autorun is not enabled on your computer, start the installation manually by clicking the setup.exe file in the game directory. After selecting the install destination path, the installation will start (provided you have sufficient free HDD space).

## Game Start

To start «Vivisector: Beast within» double-click on the game icon on your desktop or use the Windows Start menu.

## Main Menu

After starting the game you will be taken to the main menu, with the following options available: "New Game", "Load", "Options", "Credits" and "Quit".



## New Game

Once you go to this section of the menu, before starting the actual game, you will have to select the game difficulty level out of the four available: examination (easy), therapy (normal), surgery (hard), and vivisection (very hard). After selecting the difficulty level, click «play». Or click «Back», to go back to the previous menu.



## Options

Before you start the game, we recommend that you go to this section of the menu and adjust the game settings to run smoothly on your machine. Click «Settings» on the main menu screen to enter this section.

### Controls

Toggle the "Action", "Weapons", and "Game" windows to adjust the corresponding settings. To reassign a key double click on the corresponding option and then press that key, which you want to perform this option. The "Reset" button will restore the default key settings.



### Graphic Settings

In the "Video" menu you will be able to adjust the graphic settings of the game to your computer. After you adjust all settings, press the "Back" button to save new settings and return back to previous menu. Press "Reset" to restore the default video settings.

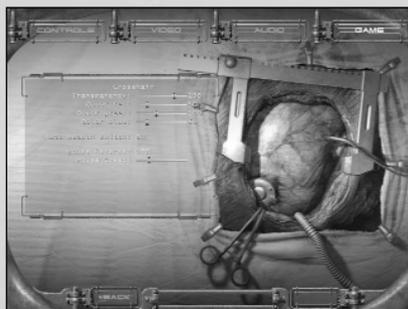


## Sound Settings



To adjust the music and sound effects volume in the game, as well as to tune some of the specific sound settings, go to the "Audio" menu. After you adjust all settings, press the "Back" button to save new settings and return back to previous menu. Press "Reset" to restore the default sound settings.

## Game



This menu is used to adjust the «Visisector: Beast Within» game process. After you adjust all settings, press the "Back" button to save new settings and return back to previous menu. Press "Reset" to restore the default sound settings. To go to other settings sections, select the corresponding bookmark from the

upper panel and left-click on it.

## Load Game

To load a previously saved game select its name in the "Load Game" menu, then press "Load". Or press "Back" to go to the previous menu. If you do not have any saved games, the Load Game option will not be available in the Main Menu.

## Quit Game

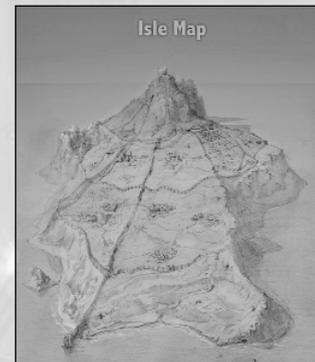
Press this button to go to "Quit Game" screen:

Press "Yes" to exit the game, or press "No" to go back to Main Menu.



## Game World

The game world is placed on the Isle of Sorio, divided logically into three perimeter-episodes, each of those comprised of four large levels. Your path will go through the tropical jungles, thick forests and high mountains. Below is the map of Sorio with a brief description:



### Outer Perimeter

This episode is mainly open plains with tropical growth. Practically you have no limits as to your route or tactics of choice, but, by the same token, an enemy attack can come from anywhere as well. Your main enemies on the Outside Perimeter are four-legged creatures with inbuilt weapons, known as ModBeasts.

### Inner Perimeter

Apart from the natural surroundings this episode features a great deal of installations and buildings of various architectural types. Here for the first time your hero will be involved in confined space combat, so he will have to learn and apply new combat tactics and maneuvers. Your main enemies on the Inner Perimeter level will be orthograde animal-based creatures or Humanimals. They have a well-developed intellect and are capable of decision-making. Each species is armed with its own weapon type.

### House of Pain

The territory of the third episode spans over a mountainous terrain, which is why the action in these levels unfolds primarily inside the premises built into artificial mines, passages, and caverns. This is the most difficult level where you will encounter the ideal soldiers – Overbrutes – created with the help of secret biological and cybernetic technologies.

## Game Objectives

**February 1, 1987.** Navy Seal Officer Curt Robinson lands on the Isle of Sorio to prevent a rebellion. However the operation goes wrong right from the start. In fact there is no rebellion planned, and Robinson's squad is given the role of "cannon fodder" to train and test a newly bred detachment of biologically modified animals. As he goes into the thick of the island Robinson starts to understand that the place has been a bio-technologies proving ground for a good hundred years. There is only one way out of this hell – by going to the very core of the island and locating the source of the plague...



# Characters

## Main Character



### **Kurt Robinson; Middle height male, aged 32.**

A Navy Seal officer who arrives on the island with his squad. With the entire squad wiped out in the very first encounter against the monsters, Curt is forced to proceed deeper into the island lead by the voice of a stranger on the radio. For the time of the game, Curt shall become the incarnation of the player, who will discover the dark mysteries held by the island together with the character.

## Key Characters

As you proceed through the game you will encounter key NPCs, who will advise you and lead further down the scenario.

### **General Dogstone**

Aged 76. Obsessed with the idea of an “ideal soldier”. A veteran of a handful of wars and many an armed conflict, he has seen the imperfection of man with his contemplations, weaknesses, cowardice and million of doubts.



### **Doctor Morhead**

Aged 83. Everything, that took place on the island scarred the Doc deeply with its absurdity and wasn't directed towards the improvement and cultivation of a new society. Morhead considered this island to be his world and he could not stand the humiliation of his ideals and his sufferings.

### **Lion Leader**

There is always one who disagrees. One, who will not put up with what is going on. One, who can bring the entire horde to his heel without a single word. A rebel, a driving force, a leader who speaks up and stands up to his full height. And he will be heard. Heard and obeyed. Obeyed and feared, but no one would have the guts until everyone understands it – each and everyone. Because his words are the answer to their silence. Because he knows their maker. He knows, who betrayed and left him behind and forgot about him, once he assumed the new image.



## NPC

Time to time, you will encounter humans, who can give you some valuable advice, help through the scenario, or who are simply non-hostile characters, such as workers and maintenance personnel.

### **Island Trackers**

Tracker detachments were created to keep law and order on the island. These detachments were comprised of specially trained troopers, who could not ever come back home. With the help of the exquisite “Transloader” system they can go all over the island following a route outlined via specifically designated control waypoints. Their task is to track down escaping animals and control the integrity of the equipment and installations. Animals and critters would try to avoid meeting them.



### **Island Guards**

Well equipped and pretty well-protected soldiers, whose objective is to guard the facilities, structures, and equipment.

### **Soldiers**



Extramurally sentenced to death, these lads were told by their command that they were being sent to the island to suppress a rebellion. Once here, they run into an unknown enemy, and few can survive

the encounter.

### **Surgeons**

Those, whose scalpels will give birth to new species.



### **Miners**



Island workers, specializing in ore-mining. Neutral to the player.



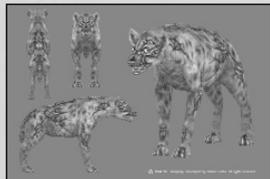
### **Steel-makers**

Workers of the Sorio steel-mills. Neutral to the player.

# Monsters

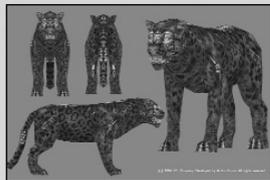
## Modbeasts

### Elektrenna



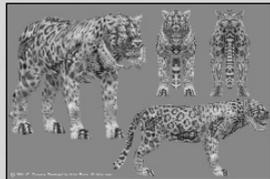
a hyena with an inbuilt electric charge generator. Attacks at close range only with fangs and claws. Rather dangerous when coming in packs, especially in narrow spaces. Most effective destruction means at mid-range would be the M-16 assault rifle, for close combat opt for a Shotgun.

### Transpanther



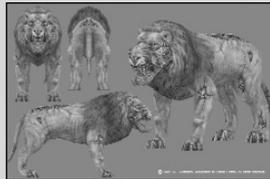
a panther with an inbuilt dimension distortion generator based on free energy. Can partially disappear for a limited period of time. A very dangerous enemy because of its speed. Attacks at close range only and usually alone. Its weak places are head and body.

### Flameuar



a jaguar with an inbuilt flamethrower. The napalm cylinder is located inside the beast's mouth. Spits fire as far as 16 meters. The skull of the flameuar is clad in armor, so better shoot it in the body or from behind.

### Battalion



a lion with an inbuilt thick density plasma generator. Plasma balls can inflict damage at long and middle ranges, with destructive properties unaffected by the distance. Use high-accuracy and low-dispersion weapons against this beast.

### Grenadilla

a gorilla with a high-range grenade thrower built into its right front limb. Not being able to move by itself, the guerrilla is a stationary firing unit. A



fearsome enemy at long ranges. In order to effectively combat the granadilla – move a lot. Most vulnerable at the paws and forearms.

### Bombear

a bear carrying a stationary mid-caliber cannon. With his rear limbs replaced with wheels, the bombear is dangerous at long distances, while still showing good speed and mobility. Has practically no weaknesses.



### Rhinoster

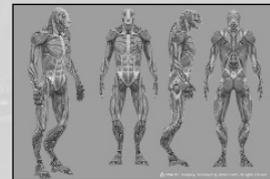
A rhino with a mechanical roller that replaces the beast's front limbs. A mine-detector, fast heavy-duty roller, and meat-grinder mould into one. Intended for removal of obstacles, fences, minefields, as well as a natural armored shield used in offensive. Has very vulnerable flesh.



## Humanimals

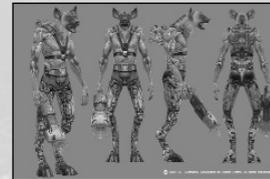
### Incomplete

An incomplete life form used as the basis for new critters.



### Hyena

A second modification of a regular hyena, a far more successful and dangerous one. Equipped with multiple implants and modified with inbuilt cybernetic mechanisms, this mod has a much higher durability. The hyena's main weapon is the tesla. Vulnerable to direct hits in the head..

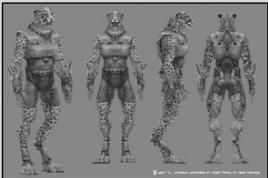


### Ram

Faster and stronger than man, the Ram has excellent command of his weaponry and is very strong in hand-to-hand combat. His main weapon is a sawn-off pump-action shotgun. Extremely dangerous when comes in numbers exceeding two at close combat. Best fought against at middle ranges using powerful weapons.



## Cheetah



An orthograde killing machine. In its animal incarnation the cheetah was characteristic of an enormous speed, which was compensated with low stamina. Now it can run for unlimited periods of time although not as fast. Extremely dangerous in numbers exceeding four. Best counter weapon is a twin-barrel shotgun.

## Overbrutes

### Black Wolf



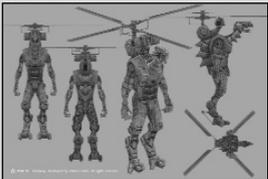
The wolf is one of the most dangerous carnivores in the forest. And once they have been modified, to walk on two legs and use modern-day weaponry the wolves have become the backbone of the mad scientist's army. The black wolf is armed with a submachine gun, which is quite efficient at both middle and long ranges. The head is the wolf's most vulnerable place.

### Tyger



Equipped with a rocket launcher, this beast is extremely dangerous at any range, showing overwhelming destructive power. Has no known weaknesses or vulnerable points.

### Helex



Equipped with mid-damage automatic weapons and a mobile propeller. Vulnerable places: head and propeller.

# Weaponry

## Cold Weapons

Cold weapons can be used at the very beginning of the game against your very first enemies.

### Knife

Close-combat weapon used in critical (not to say desperate) situations. After upping the relevant character skill, the damage inflicted by a knife will grow dramatically.



## Pistols, Automatic Pistols

### Pistol

Basic firing weapon with moderate damage and range.



### Tommy Gun

This weapon class has moderate firing rate, but boasts a rather high damage capacity.



## Pump Action Shotgun

### Shotgun

An indispensable close combat weapon. Has enormous killing power, but is not very efficient at long ranges.



### Twin-Barrel Shotgun

The twin-barrel shotgun is the latest development of the V.S. workshop. Double damage with each shot, but the cartridge consumption is doubled as well.



## Automatic Weapons

### M16



The M16 is the basic assault rifle. One of the most well-balanced weapons in the game. Best for middle range combat.

## Assault Weaponry

### M60



M60 is a weapon boasting a high killing power and a large clip, which makes it indispensable against large concentrations of enemy at close ranges.

### Gauss



A high firing-rate, non-shell slug weapon with an optic sight. Also has high accuracy, which makes it very efficient at middle and long ranges.

## Optics

### Sniper Rifle



The sniper rifle has high killing power and good range. Its drawback however is the low-capacity clip. Good for attacking stationary targets at long ranges.

### Armor-penetrating sniper rifle



A hi-caliber rifle, with good penetration rate and long range. Developed by the special V.S. workshop

## Launchers

### Bazooka

One of the most powerful weapons in the game with high splash-damage.



### Howitzer

The howitzer is also one of the most powerful weapons featured in the game. It is similar to bazooka by its power, but has better shell speed.



## Energy Weapons

### Tesla

The Tesla action is based on the lightning generation principle. Good firing range and reload rate make this weapon effective enough.



### Plazma

The plazma gun is the most destructive weapon and is based on the generating of a hot plazma clot spat into the enemy.



## Grenades

### Grenades

Grenades a good against large concentrations of enemies in narrow passages.



## Ammo

Using this or that weapon, you will be spending correspondent ammo types, which can be replenished by finding spare ammo on the route or by breaking boxes that you may stumble into.

### Pistol and Tommy Gun ammo



At the easy difficulty level, finding pistol/automatic pistol ammo should not be a problem.

### Shotgun shells



Used by both regular and twin-barrel shotguns.

### Automatic Weapons Ammo



This ammo type is used for M-16 and M-16 Silent Tracker.

### Machinegun Ammo



The M-60 and GAUSS ammo looks like machinegun belts in zinc casing.

### Sniper Rifle Ammo



A rare type of ammo used for sniper rifles.

### Armor-penetrating Sniper Rifle Ammo



An even rarer ammo species than the previous one used for hi-explosive sniper rifles.

### Launcher Shots

Look for this type of ammo to reload your bazooka or howitzer.



### Tesla and Plasma Gun Batteries

Since the Tesla and Plasma Gun action is based on the principle of charge/plasma generating, these weapons are fed with special galvanic batteries.



## Medical Kits

If you are wounded in action, you will have to restore the lost health points. For this the game provides several types of first-aid kits, which you may find along your way.

### Small Kit

Restores 5% of the character's health.



### Middle Kit

The middle sized kit can restore up to 25% of the character's health.



### Large Kit

This kit can restore up to 50% of the character's health.



## Gameplay

### General

Vivisector is a 3D-action game with RPG elements. With the large number of enemies and the diversity of their types, skills and features development system, the gameplay may change substantially over the course of the game. See more on RPG-elements in 13.2. **Points Calculation System.**

## Points Calculation System

While destroying your enemies and performing certain action your character will be gaining bonus points, which can later be used to develop certain character skills and abilities. This will facilitate your ascension through the game, fighting more and more powerful weapons. This purpose is served by the points calculation system.

### Bonus Points

Experience points, which can be used to develop your skills and abilities, can be gained through performing different actions in the game:

#### Speed Kill

Killing X monsters over a minimal period of time. Points are given for each kill.

#### Multi Kill

Simultaneous destruction of X monsters. Points are given for each kill. This would be easier to achieve with the help of the weapons that have a certain killing radius.

#### Fatality

Inflicting fatal damages after the enemy's death. For each slug that hits the enemy critical points after the kill you will receive experience points.

#### Vivisection

Dissecting the corpse of a killed monster with cold weapons. This will not give you that many experience points but the sight of the gibs flying around just fills one heart with joy, doesn't it?

#### Exploration

Reaching the target using detour, indirect routes. If you feel like you want to take a short detour, exploring the terrain, instead of going straight from one waypoint to another, it is quite possible this "walk on the wild side" will bring you certain experience points

#### Secret Area

Secret Areas are few and far between, but these will bring you some genuinely useful items, as well as provide a good lot of experience points.

#### Accuracy

If your shooting accuracy rate is 50% or more per cent, you will receive experience points directly proportionally to your hitting percentage.

### No damage

Killing X monsters without receiving any damage. Can prove an extremely difficult task in the beginning of the game.

## Player Characteristics

The player can use bonus points to develop the four basic skills available to his character: speed, resistance, aim stability, and health. Improving those will determine the further success of your character in the game. Each of the characteristics determines the following rates of the player:

#### Speed

Increases the speed of movement as well as the altitude and distance of jumps:



#### Resistance

Reduces the amount of damage receive from enemies and environment:



#### Aim Stability

Increases the firing accuracy on the run and when in mid-air:



## Health

Increases the maximum number of health points:



Aside from these personal characteristics the player will develop the weapon-handling skills. These skills will grow automatically, despite the player's will.

## Waypoints

In order to help you find your way through the vast levels of the game special control points have been introduced, these are called waypoints. According to the game scenario these devices have once been used by the island trackers.

Waypoints are shown in colored dots on the level map display. The flashing green dot indicates your character's next waypoint of destination, while the gray ones mark those that you already passed.

Thus, moving from one waypoint to the next you will form your game route. A waypoint is a rather complex electronic device. In addition to that waypoints serve as autosave locations of the game.



## Damage System

The game features a zonal damage system. Hitting a certain area on the enemy body will entail different levels of damage inflicted. Which is why you should study the weakest zones of your enemies and destroy them by hitting precisely into these areas. This way you will eliminate the enemies faster, spending less ammo and time, which – in the long run – may save your hero's life.

## Game Interface

Before starting the game, study the interface of the game carefully.

The number in the lower left corner of the screen indicates your character's health level (100% is full health). The corresponding number on the right is the character's armor. Above the health indicator is the radar map, which shows the location of the player and the direction he is facing (green sector of the sight angle), the enemies (red dots on the radar) and the location of the next waypoint (green flashing dot). The cross in the middle of the screen is the player's sight. Use the minimap to orientate yourself on the terrain.

The number in the upper right corner of the screen indicates the player's experience points (see more on skill upgrades and characteristics).



# Credits

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