



Controls:

Main Menu - Options - Game Options

Number of Levels/Names: 10 Levels with 5 Boss Arenas and a Tutorial:

- Farm (Tutorial)
- The Sewers (Level 1)
- The Docks (Level 2)
- The Creature (Boss Arena 1)
- The Factory (Level 3)
- The Lab (Level 4)
- Hyde (Boss Arena 2)
- The City (Level 5)
- The Tower (Level 6)
- Dracula (Boss Arena 3)
- The Woods (Level 7)
- The Graveyard (Level 8)
- The Mummy (Boss Arena 4)
- The Skyway (Level 9)
- The Lair (Level 10)
- The Monster (Boss Arena 5)

Upgrades can be collected throughout the levels. For the Crossbow and Wolf Upgrades, the majority are hidden. Sigils are, for the vast majority, in the open.

- Crossbow Upgrades:
 - Spread Shot 1
 - Shoot 2 Arrows at Once
 - Spread Shot 2
 - Shoot 3 Arrows at Once
 - Spread Shot 3
 - Spread Shot Arrows do Double Damage
 - Fire Arrow 1
 - Causes Fire Damage to Enemy Over Time

- Fire Arrow 2
 - Causes 1.5x Fire Damage to Enemy Over Time
- Explosive Arrow
 - Fire Arrows Explode on Impact, Causing Massive Damage
- Firing Rate 1
 - Crossbow Shoots Default Arrows 2x as Fast
- Firing Rate 2
 - Crossbow Shoots Default Arrows 3x as Fast
- Quiver Upgrade 1
 - Increases how many Special Arrows the Player can shoot before running out
- Quiver Upgrade 2
 - Increases how many Special Arrows the Player can shoot before running out
- Sigils
 - Sigils add to the Player's overall Health in both Human and Wolf form
 - Health increases when specific amounts of Sigils are collected
- Wolf Blood Power Upgrades:
 - Double Jump
 - Charge Attack 1 (Allows the player to store up an attack that will do more damage.)
 - Charge Attack 2 (Charge Attack does 2x Damage)
 - Dash/Ground Pound
 - When on the ground, Wolf dashes forward, causing massive damage to all enemies in their way without taking damage
 - When in the air, Wolf slams into the ground, sending out a shockwave that causes massive damage to all enemies in the area of effect
 - Dash/Ground Pound 2
 - Attack does 1.5x Damage
 - Dash/Ground Pound 3
 - Attack does 2x Damage
 - Heal 1
 - Player can heal themselves when in Wolf form
 - Heal 2
 - Player will get more health back
 - Heal 3
 - Player gets even more health back
 - Spirit Blast 1
 - Player can shoot out 2 spirit blasts. One in front of the player and one behind
 - Spirit Blast 2
 - Player can shoot out 4 Spirit Blasts. One in front of the player, one behind the player, one directly above the player, and if the player is in the air, one directly below them
 - Spirit Blast 3
 - Player can shoot out 8 Spirit Shots, basically covering all angles
 - Basic Attack Damage 1
 - Wolf does 1.5x of default attack damage
 - Basic Attack Damage 2
 - Wolf does 2x of default attack damage

Minimum/Recommended Specs:

- OS: Windows XP SP3, Windows Vista SP1, Windows 7, Windows 8
- Processor: 2.0Ghz Dual Core CPU (any Core 2 Duo or AMD X2 or better)
- Memory: 1GB(XP), 2GB(All other)
- Hard Disk Space: 5 GB
- Video Card: 512MB Video Card using Shader Model 3 or higher
- DirectX 9.0c

Recommended System Requirements:

- Processor: 3.0GHz Quad Core Processor
- Memory: 2GB
- Hard Disk Space 5 GB
- Video Card: 1 GB Video Card using Shader Model 3 or Higher, AMD Radion 7670 or NVIDIA GeForce GTX 280 or better

Controller Support

- X360 wired, 2rd Party Wired Controller, Keyboard & Mouse

Additional questions? Email support@bloodofthewerewolf.com