KRAMPUS KILLS

DangerousBob Studio LLC © 2022

Overview

Krampus Kills is a horror shooter from DangerousBob Studio. The game follows a young boy, Fin, as his home is invaded by the demon Krampus on Christmas eve.

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Game Controls

	Keyboard	*Controller*
Movement		
Move Forward	W	
Move Backward	S	
Move Left	A	
Move Right	D	
Run	⇧	
Jump	␣	
Crouch	Ctrl	L2
General		
Interact	E	
Open Inventory	Tab	
Open Map	M	
Items		
Action		R1
Melee	Alt	
Aim		L1

Interact	E	
Open Inventory	Tab	
Open Map	M	
Items		
Action		R1
Melee	Alt	
Aim		L1
Equip/Holster	V	
Taunt	F	R2
Reload	R	
Flashlight	C	
Fire Mode	G	
Item Shortcut 1	1	
Item Shortcut 2	2	
Item Shortcut 3	3	No Key
Item Shortcut 4	4	No Key

Krampus



Krampus comes from 17th Century European folklore. Like Santa Claus, Krampus arrives on Christmas, to judge children by their deeds. Naughty children are taken to CastleKrampus, deep in the Underworld for all time.

Krampus is an obese, troll-looking creature with jingle bells that hang from his horns. He can not be harmed by mortal weapons.

In-game, you can hear Krampus coming from far away by the sound of his jingle bells. Krampus is a *pursuer*, an enemy that will slowly but inevitably hunt you. Hide in closets or corners, and try to get behind him. Krampus is slow but can burst into a sprint if you are spotted. If you have your Sisters Stun Gun, you can use that to give yourself time if spotted. Krampus will lose you if you can manage to stay out of his sight for about 15 seconds. He will then go back to searching the area. If Krampus does get close, he can try to hit you with his claws, but if he gets *really* close, he can grab you by the neck and break it with a one-hit kill. On harder difficulties, all his attacks are one-hit kills.

Minions

Reindeer



The Reindeer of the Underworld accompany Krampus when he comes to our world looking for naughty children on Christmas Eve. They are horrible, fanged creatures that act as heavy tanks for Krampus. They are basically bullet sponges, but if shot in the mouth, can go down quickly.

Elves



Elves are native to the Underworld. Hundreds of Elves follow Krampus when he arrives acting as front-line minions, taking over the towns he invades, and dragging naughty children to their new master. They are short and fast, but if stunned you can run up and break their thin necks. Blue elves can explode, so watch out for them.

Snowmen



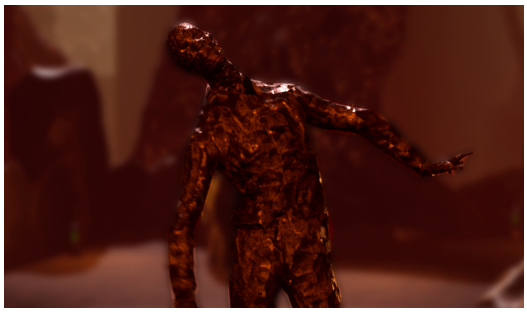
Snowmen are townsfolk that have been caught outside in the dark blizzard that descends on the night Krampus arrives. They have been frozen and turned into servants of Krampus, helping him gather naughty children. They can only be harmed by *fire*.

Skeletons



When Krampus arrives, the dead awake and guard the portal entrance back to the Underworld. Skeletons come in three types, *Walking*, *Running*, and *Giant*. Skeletons are also highly vulnerable to melee attacks, so using your *Snow Shovel* can take them down quickly (with the exception of Giants). The living dead tend to travel in large groups, so don't let their slow movement misguide you that they are not a threat.

Zombies



Zombies are the unfortunate humans that Krampus has sucked dry and enslaved. They wander around in pain looking for fresh souls to eat in an attempt to ease their suffering. Like skeletons, they move in groups, are slow, and can be put down with a headshot. Unlike skeletons, they are not “as” vulnerable to melee attacks. Shoot them in the head or burn them. Their legs can also be blown off with the shotgun for effective crowd control.

Weapons

Sisters Stun Gun



Your big sister carries a stun gun with her. You find this in her room when Krampus arrives. While it does no damage, it stops most enemies in their tracks for a few seconds while you escape.

Silenced Pistol



This weapon doesn't offer much punch but the suppressor allows you to sneak around and pop off enemies without alerting Krampus. This weapon also comes with a laser dot for pinpoint accuracy, making it a great tool to pop enemies off in the head, especially the living dead.

Police SMG



A standard issue weapon of the Oakville police force. This sub-machine gun holds a massive 50 rounds in a clip and shoots bullets faster than shit through a goose. Great for clearing out a room full of Elves.

Dads Shotgun



Your father keeps his old shotgun in the basement. You are not allowed to play with guns, but given that the dark realm of the underworld has opened up, he probably won't mind. This double-barrel gun packs a huge punch and can be set to fire one or both barrels.

The Noob-Eater



This is an upgraded shotgun with four barrels. Yes, you read that right. This four-barrel shotgun can be set to fire one shot, two shots, or all four. Blasting all four barrels will send most enemies in the game flying across the room.

Pump Shotgun



This pump shotgun can only fire one shell at a time, but the pump-action nature of the weapon lets you fire much faster than the double shotgun. The weapon also can hold 12 shots at a time.

Incinerator



A homemade flamethrower. This blowtorch can fry a room full of enemies. While not the best vs stronger enemies, this weapon is highly effective for minion crowd control and is super effective on Snowmen. Enemies will be lit on fire and continue to take damage.

Flame Bottle



A glass bottle filled with gasoline. This can be thrown like a grenade and cause massive damage. Not only does it explode, but the resulting fireball will also light enemies on fire in the blast area. The high damage output of this weapon means it should be saved for boss battles or large groups of enemies.

Snow Shovel



The Snow Shovel is... a shovel that you can wack enemies with. The shovel is not your main weapon, but a melee weapon that you can quickly access if enemies get close. Using the melee shovel is quicker than reloading.

Game Ranking

To rank SpeedRuns, when you beat the game you will get a rank. The rank is based on time.

S Rank.....<30 minutes

A Rank.....<35 minutes

B Rank.....<45 minutes

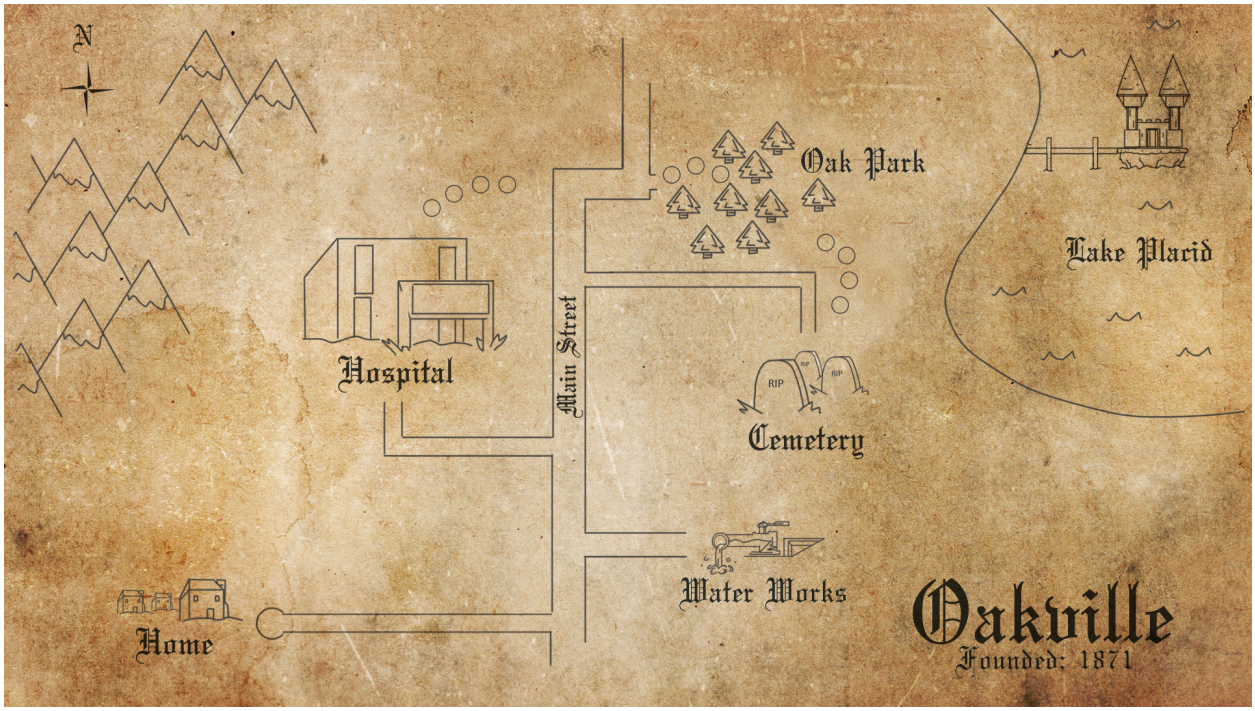
C Rank.....<90 minutes

D Rank.....>90 minutes

Oakville

Founded: 1871

Population: 1280



Oakville is a small upstate village on Lake Placid. When Krampus arrived, a mighty Castle appeared on the lake, with a vast maze surrounding it. Little could have prepared this small sleepy suburb for the horrors to come...

Credits

Cover art by adrytia45

Ross Budgen - "Something Wicked"

Lone Peak Audio - "Creepy Guitar"

Cyber Metal - Kloudization

Cosmic Horror Music - Taylor Brook Music

Orchestral Christmas Music Pack - FicusProsound

thaFlux Horror Music Pack #2 - thaFlux

Atmospheric House (Modular) - Finward Studios

Christmas room - A. zoOmika

MONSTER: HIDEOPLAST - PROTOFACTOR INC

Dark Castle Environment - VasiliyPoryagin

Demons Bundle 1 - SuperGameCharacters

Modular Sewer System Pack - Soi

Hell Landscape - DmitriyDryzhak

Abandoned Psychiatric Hospital - ART EQUILIBRIUM

Horror Mechanics - indvdl software