

Sunday, July 20th 2014.

GAMEPLAN DT VH HORROR MODE: BY ALEXJOGO10

What's horror mode?

Horror mode consists on every player in the game starting with 80% of the virus Gauge, also with nightmare mode enabled, which consists on all the enemies inflicting double of damage as normally they would on the difficulty set on the scenario, and healing items curing just the half of what they normally do.

Character Types to Use

George Type - Is fully required as he will be the one in charge of doing AV pills

Cindy Type - Is fully required as the herbs will be used either for healing or for doing AV's

Alyssa Type - Is fully required as she will be the one in charge of opening the doors that are not opened with the joker key and also has the pot shot ability which is necessary for the siege.

Kevin Type - Is fully required due to the .45 gun they have at the beginning of the game, also the potshotting ability, the speed and the joker key which is fundamental in accessing doors.

Characters of Each type

Based on guides and the stats published on Obsrv, <http://wiki.obsrv.org/index.php?n=Main.CharacterStatistics> the characters should be the following.

George Type: Greg, he has a huge vitality of 3500 HP, plus good speed and power of 90% and 85% respectively, also the virus/min rate is really low (.92/min). And an extra help is that he has 3 AV's as starting item that will help a lot.

Cindy Type: Kathy, even that he has a low vitality of 1400 HP Kathy has good speed and power, of 89% and 97% respectively also she has a really slow virus gauge rate of .78/min and starts with a GRB mixed herb which means 3 AV's pills.

Alyssa Type: Rita, She has a good vitality of 2850 points, plus good speed of 96% and a great attack power of 113%, the extra in here is that she has a low virus gauge of .78/min. Not forgetting the HG bullets that she has at the beginning could be useful.

Kevin Type: Karl/Danny, Talking about Karl, he has a great vitality of 3400 point, great speed of 100% and an awesome attack power of 118%, the virus gauge is the second lowest for a Kevin type of 1.03%/min but the FAS can help in hard situations or just work as a group AV or heal. In case of Danny he has good HP of 2500 HP, speed of 90% and 112% of attack power, however he just starts with an iron pipe, the plus is that he has the slowest virus rate for a Kevin with .79/min. (I would stay with Karl).

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COMPLETELY OPTIONAL

A Kevin Type (Karl/Danny) can replace RITA. Would certainly help at the siege with the extra .45 bullets, however, it might be more risky and also the other Kevin Type with the Joker Key must open the door for the one that replaced Rita.

Note that the Kevin with the Joker Key should do it after going for his AV's at the main hall with Greg and then, after opening it, return to get the kennel plate. (For more details read the "Gameplan" section).

Starting Spawns

- 1 Position Spawn (Host) – **Waiting Room East side**
- 2 Position Spawn (2nd player) – **East Office**
- 3 Position Spawn (3rd player) – **Parking Lot**
- 4 Position Spawn (4th player) – **Main Hall**

Gameplan

Host: Since the host spawns in the waiting room east he should be Rita, because after getting the waiting room plate with the partner in the main hall she should rush to main hall (the door heading to main hall should be already opened) grab the unicorn plate and get the interrogation room plate and items. (If she has spare time she must open the drawer in Tony's room). **MUST PUT THE PLATE.**

2nd player: Should be Karl/Danny, since the player must rush to the night duty room or the power room (depends on the item set) to get the joker key, get items and rush take autopsy room plate and kennel plate. **MUST PUT THE PLATES.**

3rd player: Since the third player spawns in the Parking lot he should be Greg, he should push the crate and rush to the main entrance, make AV's for the other players leave them in the front entrance or give them to the player if found it, also its remarkable that he is close to Kathy (so she can give him the GRB herb). He also must get the code for the safe and the recovery pills in the same room and rush to have bens plate. (Taking all herbs especially blue ones is fully necessary). **MUST GIVE THE PLATE TO KATHY**

4th Player: Kathy as guessed, first of all because of her low HP, second, she can be close to Greg and give her item to him. Her duty is open the door that leads to east hall and then rush to the waiting room to assist the host player (Rita). If she has spare time she can take important items for the siege. **MUST PUT THE FIRST PLATE AND NOT PUT THE LAST PLATE TILL EVERYONE IS READY TO GET THE ITEMS**

NOTE: Whenever RITA and DANNY/KARL get to the main hall they must take AV pills (at least 3 at the beginning and 7 on the whole game, in total each) from GREG to make their respective

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duties.* KATHY would need just 3 AV pills that she should have for the siege (is recommended that her AV gauge should be at 94% or less before the siege). GREG should use NO MORE than 5 AVs in the whole game.

*Karl/Danny must have done first at least the autopsy room plate so he can return to main hall for pills and then do kennel plate.

In total there are available (at least) 4 Red herbs, 7 Blue herbs, and 10+ Green Herbs. (Including Kathy's 2 red, 2 blue and 2 green herbs). Plus Kathy mixed GRB herb at the beginning of the game.

That would make (at least) 4 mixed GRB herbs that would be 12 AV's then 2 GGB combinations that make 2 AV's each one and the 3 AV's Greg has with him at the beginning, which makes a total of 19 AV's for the whole game. Rita using 5, Karl/Danny using 5, Kathy using 3 and Greg using 5 would make 18 AV's. Also in some item spawns are either 1 or 2 extra AV's. So there are available from 19 to 22 AV's depending on the item set.

Remember just to use the AV's wisely only when you're about to enter rooms with possible gas leaks and hard-to-avoid zombies.

After having the 5 plates.

DEPENDING ON THE ITEM SET

Rita: After putting her plate she heads to the roof and waits till the last plate is put, takes the film for the magnum and shotgun BOTH ARE MANDATORY (depends on item set) and rushes to ben. **(IF THE PADLOCK KEY IS NEEDED TO GET THE SHOTGUN THEN SHE SHOULD WAIT ON WAITING ROOM TO GET THE KEY FROM DANNY/KARL OR KATHY)**

Karl/Danny: After putting his plates stays in main entrance (gathers or moves items if necessary before the last plate is put) in order to get the film A and rushes to the shutter, to take items left by Greg. (Film left in the ramp by Greg) Then rushes to ben. **(IF THE PADLOCK KEY IS NEEDED TO GET THE SHOTGUN HE SHOULD GET IT AND TAKE IT TO RITA IN THE WAITING ROOM THEN GET BACK AND DO THE "NORMAL" RUSH)**

Kathy: Puts her plate whenever players are in position, and goes to pc to open shutter. (Keeps opening even if she's not send a request). **(STAYS THE SAME DOESN'T MATTER IF PADLOCK KEY IS NEEDED OR NOT, HOWEVER, SHE CAN TAKE THE KEY TO RITA AND LET KARL/DANNY TURN ON THE PC, AND THEN TURN BACK TO USE PC AFTER GIVING THE KEY TO RITA).**

Greg: After putting his plate stays in parking lot goes takes items from the ramp after the last plate is put and rushes to the main entrance (Must not take film C). **(HE MUST BE READY BESIDES SHUTTER ALWAYS AND TAKE THE SHOTGUN IF SPAWNS ON THE RAMP)**

Weapons for the siege

Rita: Must take the Handgun HP/Handgun, Magazine and the magnum BOTH are NECESSARY.

Karl/Danny: Must take Handgun HP with a magazine and potshot.

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Kathy: Must take the shotgun in case players are being surrounded by zombies. (Also must heal players if capable). After running out of ammo must cover the potshotters with her dodging ability or tackling zombies.

Greg: Must take the submachine gun (and magazine if it was taken) and shoot to avoid partners being either surrounded or grabbed. After getting out of ammo his tackling ability is good for helping potshotters.

Ten important points for the siege

1. Players **MUST** stay on the door, since no zombies spawn there. (Rita, and Karl/Danny must be at the back and Greg and Kathy at the front).
2. There should be 2 piles of at least 60 to 70 bullets each one for Rita and Karl.
3. Players must use at least 1 AV at the beginning of the siege. (Greg and Kathy at least 2 during the siege) because if they get hit they could become instantaneously zombies).
4. A good help is the gas can, whenever the first horde comes KATHY must shoot the can and that would give the players 5 Kills and time to order their inventories etc.
5. Shotgun must be fully loaded and have 15 Rounds available for the siege.
6. The survival knife is not necessary if the players have great ammo.
7. All kinds of weapons and ammo are necessary (except for the burst handgun).
8. Don't use bullets to reload Submachine Gun, just use the magazine and after running out of ammo drop it or just save it.
9. No player must run to gather items that are far (That's why they must pick the necessary in their spare time after gathering the ammo.)
10. Consider that the healing items are scarce don't hesitate to shot a zombie if is too close.

THE FIRST GAME EVER COMPLETED AND RECORDED OF DESPERATE TIMES VERY HARD HORROR MODE EVER WAS JULY 22, 2014 AT 1:37 AM. BY OBSRV PLAYERS LEOTREVES AS RITA, STUNTMAN SNAKE AS DANNY, ERICK1294 AS GREG, AND ALEXJOGO10 AS KATHY.

THE ENTIRE GAME CAN BE SEEN IN THE FOLLOWING LINK:

<http://www.twitch.tv/greenknight1294/c/4717020>

GLAD TO ANNOUNCE NO CHEATS WERE USED IN THIS GAME.

ALSO MUST GIVE CREDIT TO THE USERS THAT HELPED TRYING TO COMPLETE THIS SCENARIO:

MIKETDOG

MR CREAMY

SPECIAL THANKS TO ERICK1294 FOR HELPING ME TO IMPROVE THE GAMEPLAN AND FOR STREAMING AND RECORDING THE GAME ON HIS TWITCH ACCOUNT [greenknight1294](#).

NOTE: THIS GUIDE IS FOR VERY HARD ONLINE HORROR MODE ONLY.

NOTE 2: IF YOU THINK I MISSED SOMETHING, OR NEED SOME MORE ADVICE; TELL ME, MY EMAIL IS ALEXJOGOOUTBREAK@GMAIL.COM WITH LOW CAPS ILL BE GLAD TO LISTEN TO YOUR IDEAS.

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DISCLAIMER: I'M NOT RESPONSIBLE FOR THE SUCCESS OR FAIL PLAYERS FOLLOWING THIS GUIDE HAVE, SINCE EVERY PLAYER AND GAMES ARE DIFFERENT THIS MUST NOT WORK ALWAYS AND FOR EVERYONE.

GREETINGS, ALEX MORALES AKA ALEXJOGO10.