

# HOT BEAVER CAMP

Thank you very much for purchasing Hot Beaver Camp, one of our TecnoHill™ Studios products.

### **Objective/Description of the game**

You will take on the role of Samantha Reynolds, who, along with a group of counselors and camper children, are caught in the lurch of a murderer and strange creatures that besiege the place. Being in the middle of the forest, there is no one who can help them, so they must look for the way to escape alive from Hot Beaver Camp.

## Precautions

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In certain parts, the game emits flashes and flickers of intense light, which could affect photosensitive people, which can be deactivated through the **Game Options** menu in the **Flashes of Light** section.

## Languages

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There are two languages available to use the video game, English or Spanish, this can be changed at any time and the entire interface within the video game will change to the selected language, to change it is done in the **Options** menu in the **Language section** of text.

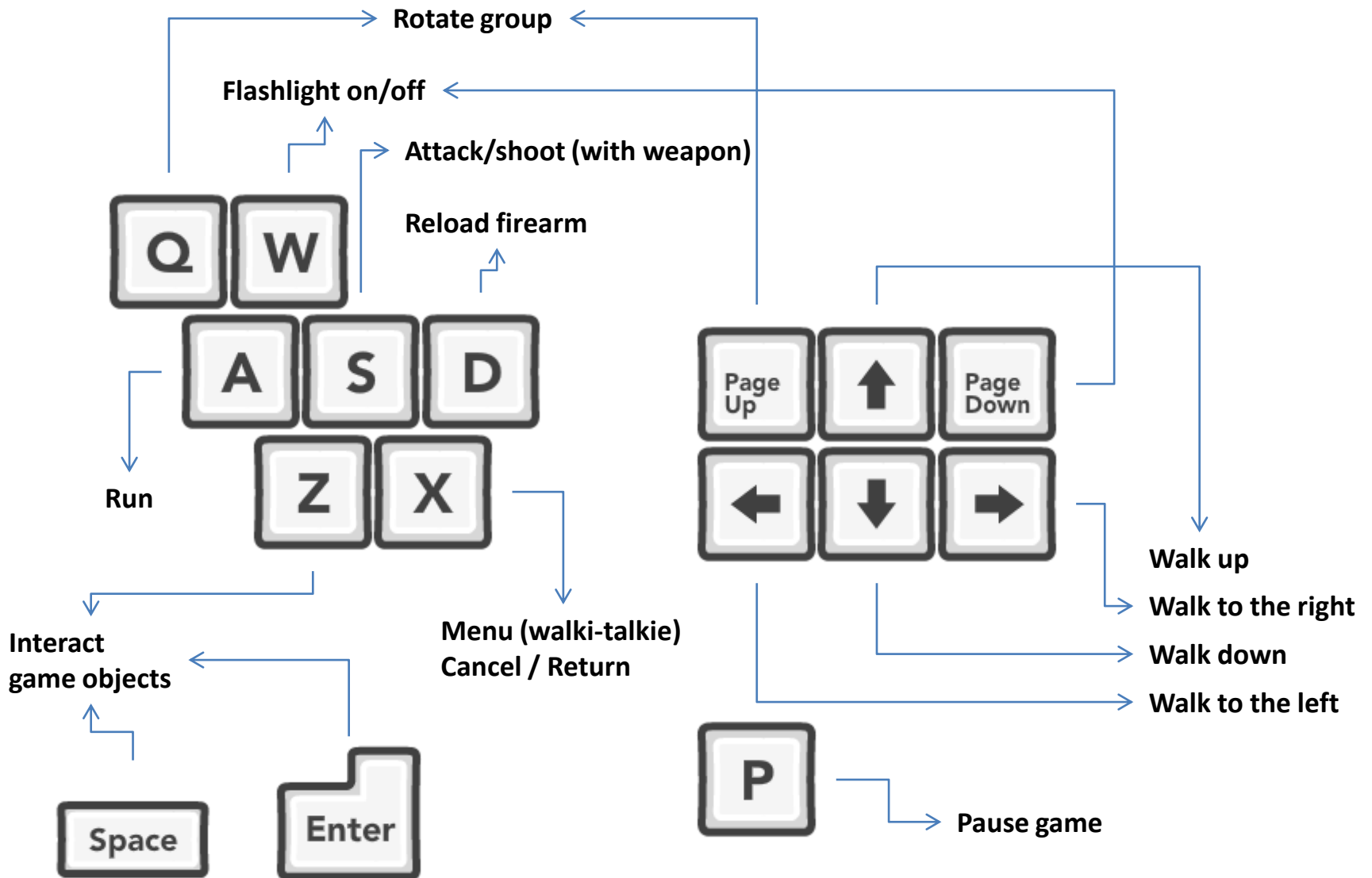
## Controls and operating instructions

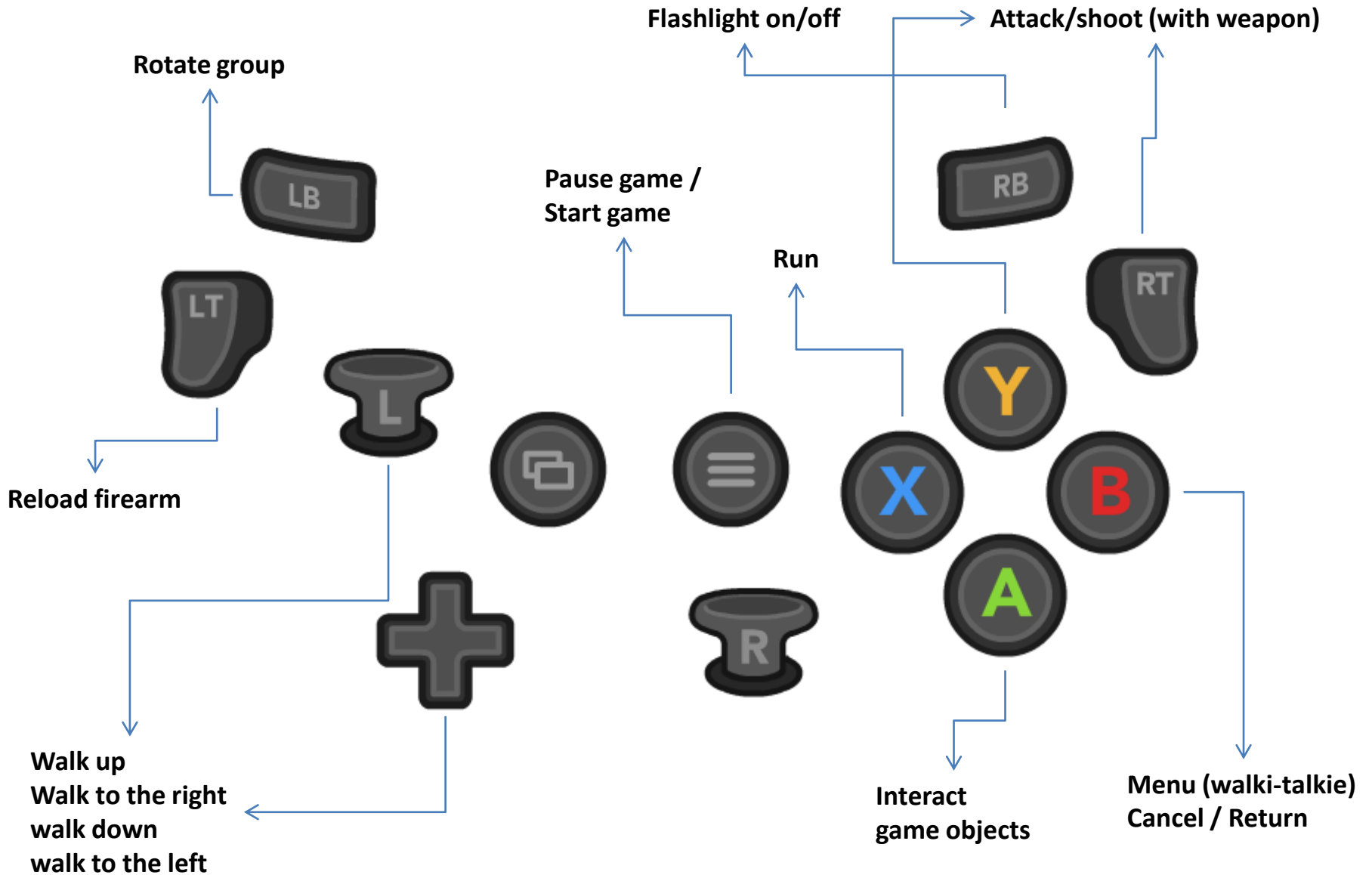
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This video game can be operated using a keyboard and mouse or with a Microsoft Xbox 360 or Xbox One gamepad control. For more comfortable handling, the use of the gamepad is recommended.

The control device to use can be changed in the **Game Options** menu in the **Device to use** section.

# Keyboard Control





# How to play

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You must move around the entire camp map looking for the camper children, components for repairing the vehicles, which will help you escape from the camp and also along the way find the surviving counselors who can help you.



## Camper kids

They are the children to look for all over the map, there are 16 of them and they are scattered throughout the forest, even inside cabins



## Components

It is important to find the components to repair the vehicles, there are 5 of them and they are scattered around the camp, check even in the cabins.



## Counselors

They are your counselor friends who may be lost throughout the camp, there are several available, each one has a special ability

## How to play

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When you find camper children or friendly counselors, all you have to do is touch them and they will automatically take shelter in one of the camp cabins.



Only 4 children can be accommodated per cabin. As they are children, they are afraid of the dark, so you should make sure they always have the fireplace on, otherwise they will panic and run away again. You have about 5 minutes. to go and light their fireplace.

### Trick

You can prevent children from being afraid if you leave a counselor with them, this way even without having the fireplace lit they will not leave the cabin.

## How to play

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This is an action RPG game, so each counselor, as their level of experience increases, will grow in abilities such as hitting harder, resisting running for longer, and having more points in their health bar.



### Enemy monsters

Things are not as simple as they seem, and on your way to find the children you will have to face a series of monsters that will hinder your goal.

These are just some of the enemies you will have to face, so don't get complacent.



## How to play

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You will find yourself in a camp in the middle of the forest, you will be able to move around the entire screen, that includes being able to enter the cabins, there will be some that are locked and require the correct key to enter.

There are several objects with which you can interact, such as doors, fireplaces, chests, bonfires, laptop, and among various items that you find, to do this you only have to approach the object and with the **interact button** on your controller, to be able to pick it up. or have an interaction with said object.

Some of the objects that can be interacted with





Your intuition will be very helpful to find and know which objects you can interact with within the game.

# How to play

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There are a series of things that you should take into account for your progress in the game

## Run

Running will help you move and move around the camp faster, whether to get to a point quickly or escape from enemies. To do this, leave the run button pressed and move to the desired position.

Keep in mind that running and hitting consume points from your energy bar and if you consume all those points the character will get tired and stop moving fast.



## Attack

To do this you only have to use the attack button, but you must carry a weapon, whether fire or melee attack, in the case of fire weapons, they will require bullets which you can acquire in the game, if it is melee In melee, each hit you take will consume energy, if you run out of energy points you will not be able to hit.



# How to play

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## Flashlight

The flashlight will be one of your most valuable tools to be able to advance in the camp and survive, since without it, you will not be able to see the monsters that besiege the place.

As you use the flashlight it will consume batteries, so be careful where you have it turned on, since once the batteries run out it will turn off and you will not be able to turn it on until you change them.



## Fireplaces, campfires, pebeteros

The only way to light fireplaces, bonfires or cauldrons is by using matches or using a lighter.

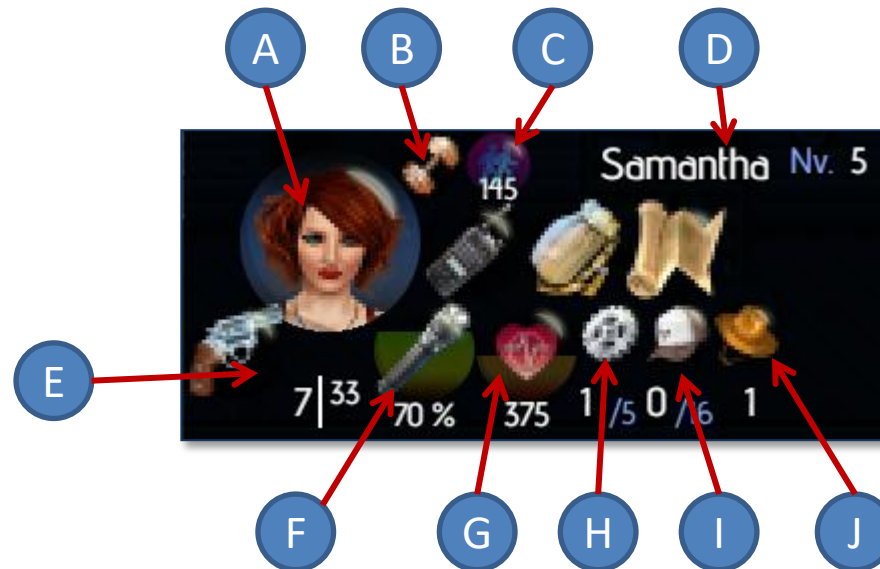


When you use matches, they will be consumed every time you light a fire, only the lighter is the only one that will not run out and you can use it as many times as you want.

# Player indicator

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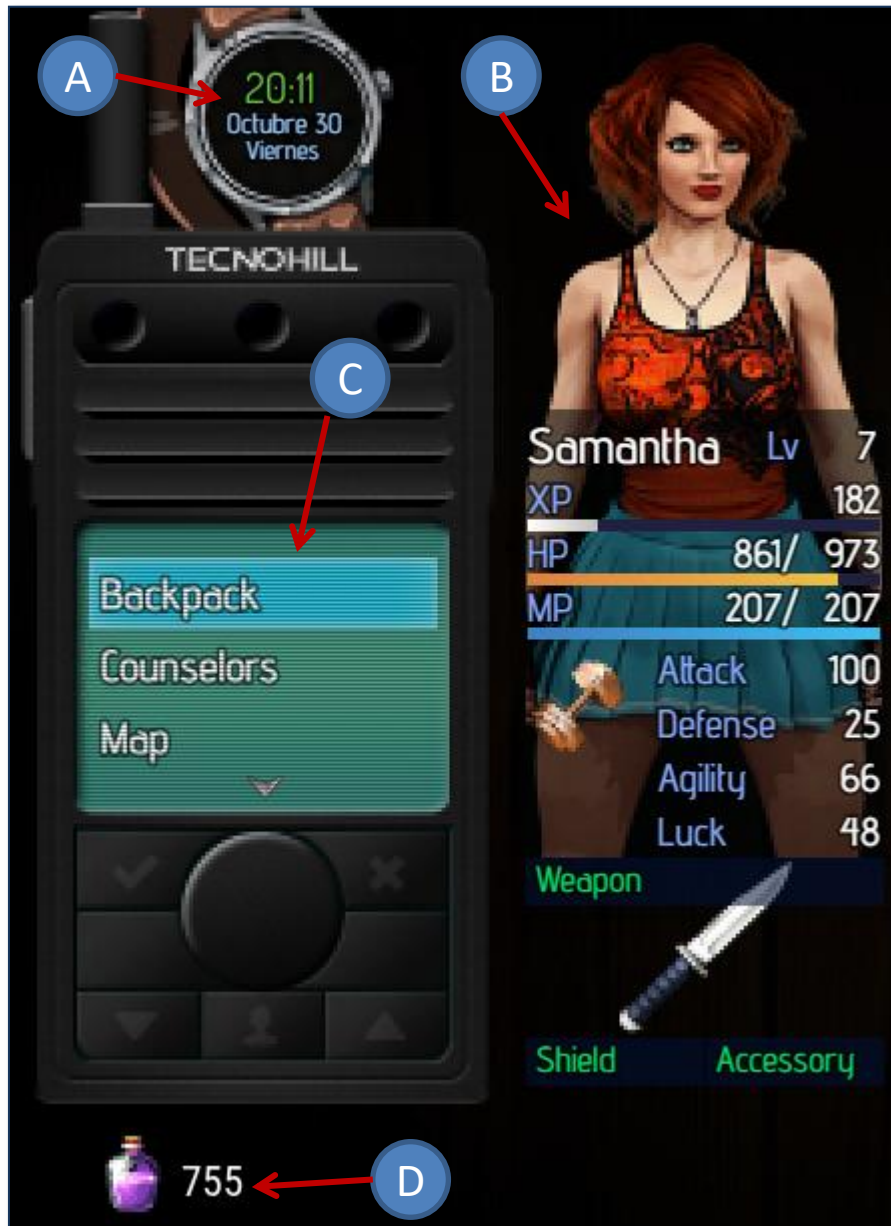
On the top screen you will find a section that will give you information about the status of your character.



- A. Counselor being played
- B. Counselor Special Skill
- C. Energy level (run/hit)
- D. Counselor name and level
- E. Weapon to use and number of bullets

- F. Flashlight power level
- G. Counselor Health Amount
- H. Number of components found
- I. Number of children found
- J. Number of counselors found

## Walkie talkie (Player menu)

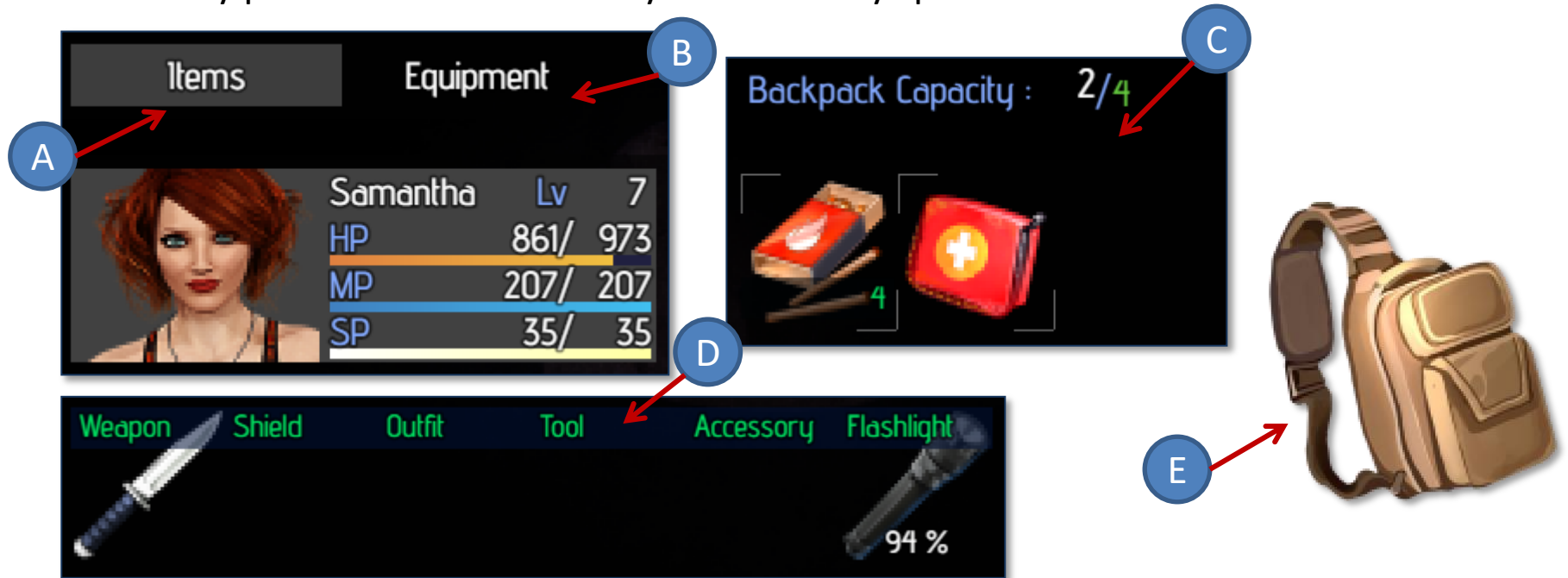


With your walkie talkie you will access a menu that has a series of options that will allow you to see, from the status of your character, to the one that you can manage your inventory and other options that help you in the game.

- A. Time that passes in the game
- B. Counselor Status
- C. Access to utility menu
  - Backpack
  - Counselors
  - Map
  - Case files
  - End game
- D. PEP substance collected

# Backpack

You can manage your inventory of resources and equipment through your backpack, although you have a load limit, which is due to the type of backpack, although you can find fanny packs that will increase your inventory space.

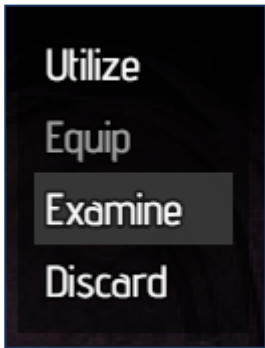


- A. All items to be accessed in inventory.
- B. Items that can only be equipped and are equated to the advisor.
- C. Items in inventory and their capacity.
- D. The items equipped to the advisor (done from section B).
- E. Waist pack, increases inventory space, found throughout the game.

# Inventory management

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In order to use or equip the items in your inventory when interacting with the object, a small menu will appear with a series of options that will allow you to manage it.

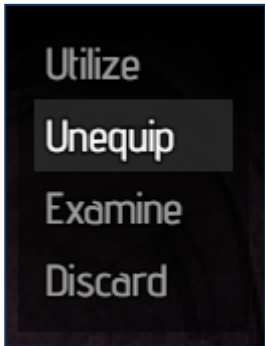


## Utilize

Allows the use of a consumable item, such as herbs, first aid kits, among others, when they can be consumed, the window will be activated to select the advisor who will use it.

## Equip/Unequip

It allows you to equip the previously selected advisor, the item to be equipped, each equipment slot displays the items allowed for that slot, they can also be unequipped.



## Examine

Shows the image and description of the selected item.

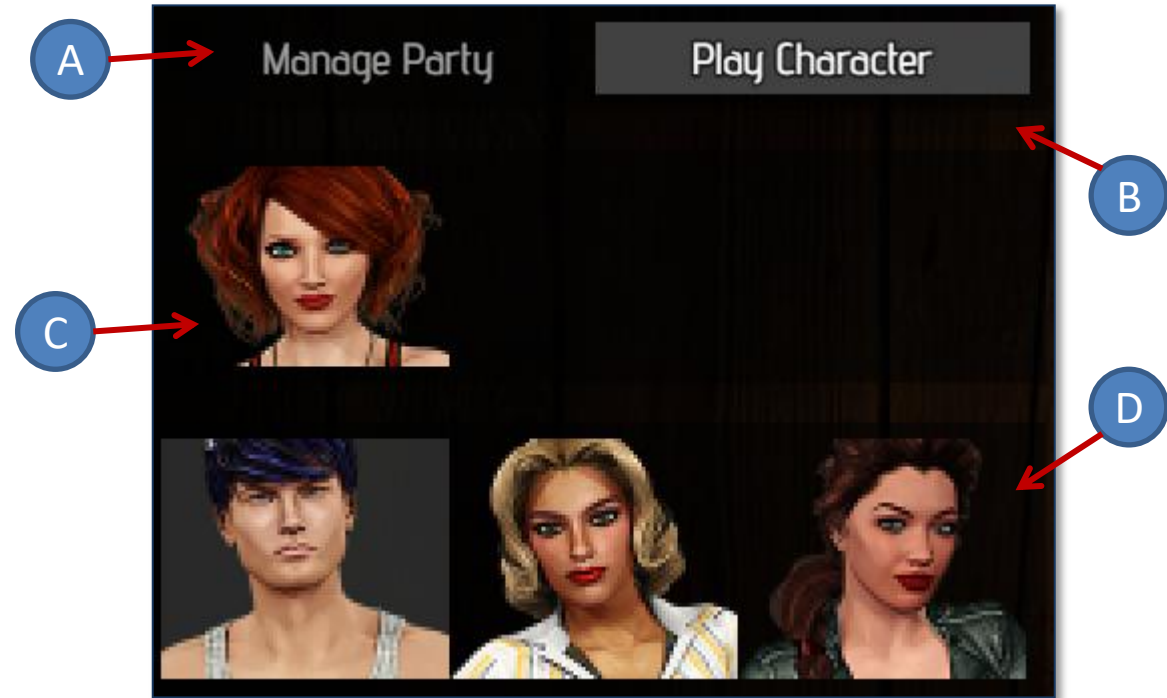
## Discard

Remove the selected item from the inventory, this will help make room in case you need to bring something else that doesn't fit.



# Counselors

With the counselors you find and rescue, you will have the opportunity to use them, either as a party that accompanies you (maximum 2) or change the counselor you want to use.



- A. Assemble a party of counselors of a maximum of 3, as long as they are in the same cabin, other way this will be disabled
- B. Change the current counselor to the new one selected (section D).
- C. Indicates the current counselor and the party of companions.
- D. List of available counselors, both to assemble a party if applicable or those available to be used as the main playable character.

# Consejeros

Cuando se selecciona un consejero para cambiar, agregar o utilizar, dependiendo del caso, podrás consultar que equipamiento, nivel y habilidades tiene antes de que lo selecciones.

## Habilidades

Cada consejero tiene una habilidad especial que lo destaca de los demás, algunos tienen mayor resistencia, otros pueden curar, así como otros prender fuego sin necesidad de cerillos o abrir casilleros con ganzúas.



Mayor energía



Enciende fuego



Abre casilleros



Rastrea personas



Cura consejeros y si se lleva como un compañero en el grupo, a cierto tiempo cura a todo el grupo donde este.

The screenshot displays two character cards. The top card is for Samantha, a woman with red hair wearing a red and black patterned top. Her stats are: Level 8, XP 991, PV 818/1047, and PM 222/222. Her equipment includes a hammer, a crowbar, and a knife. The bottom card is for Elizabeth, a woman with blonde hair wearing a yellow and white striped shirt. Her stats are: Level 4, XP 295, PV 600/740, and PM 122/149. Her equipment includes a lit match, a crowbar, and a handgun.

Nombre	Nv.	XP	PV	PM
Samantha	8	991	818/1047	222/222
Elizabeth	4	295	600/740	122/149

# Map

The camp map will show you where your counselors are, as well as danger warnings for children, counselors and sometimes where you should go.



The counselor's cursors will indicate which cabins they are hiding in.

(You will only be able to see them once you have found the counselor.)

The player's cursor will be located in the part of the map where they are as long as it is outside the camp.

To close it use.



## Case file

They are all the documents that you collect throughout the game, from the internal tutorials to files scattered with the game's plot.

You navigate and move with the arrow keys on the keyboard or control, and to access the reading you use the button to interact.



To return to a previous menu, use the cancel/return button.



### Case Files List

Tutorial	(7)	Walkie Talkie
Walkie Talkie		Communication is Vital
Interaction		
Run		
Matches		
Flashlight		
Weapons		
Watch		
Traveler's Notes	(1)	
Fireplaces		

The Walkie Talkie is the device that will help you to interact with different options, such as the map, tasks, backpack and being able to save your game.

To access the Walkie Talkie, just press the key  or  button, use the  key or  button to be able to interact with the options in your menu.

It is possible to access some options from your game screen, such as the Walkie Talkie, Backpack and map, to do this, just click on the corresponding icon.

## End game

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It allows you to finish the game and with this you have a series of options to choose from.



### **Continue**

Load the last game used with autosave.

### **Load game**

Opens interface screen to load a previously saved game.

### **Exit**

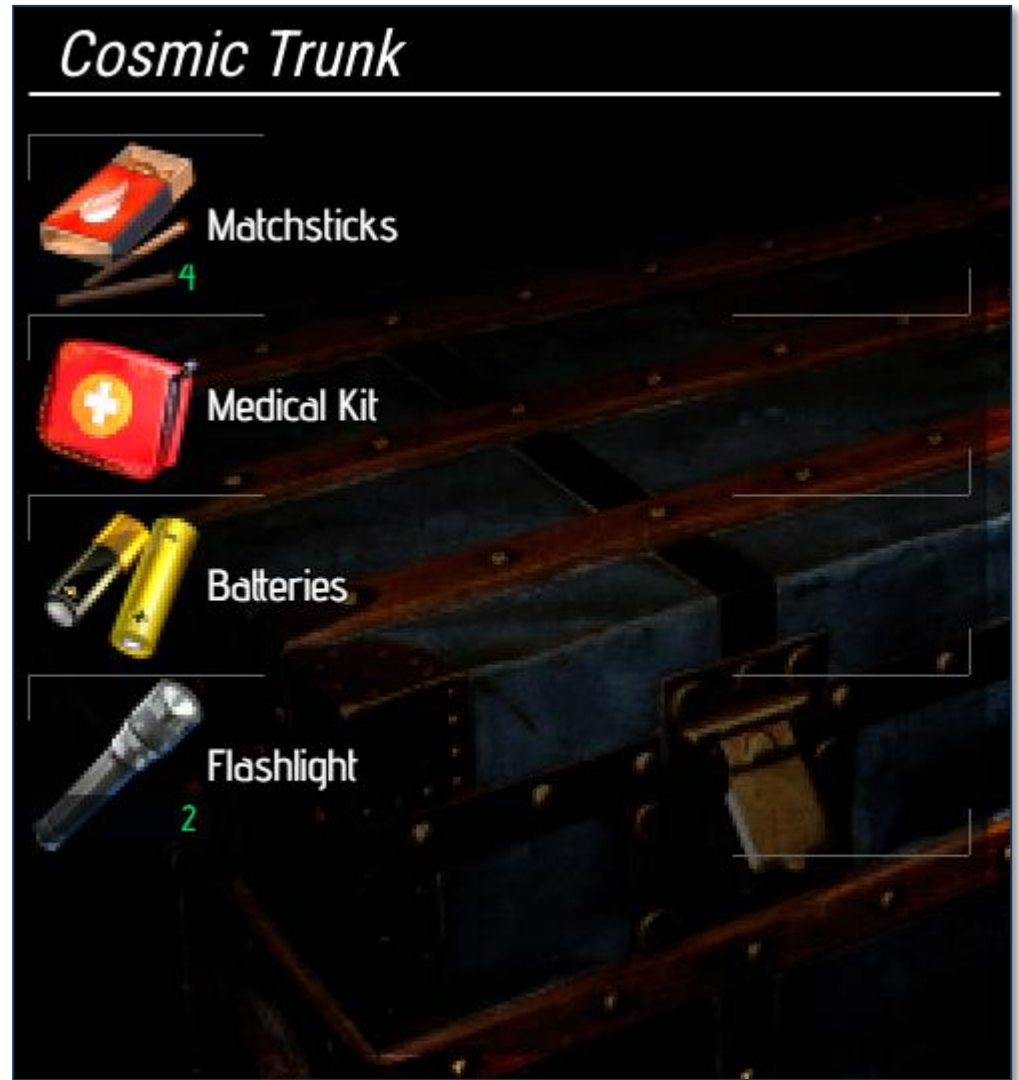
Exit the game and return to the main menu.



## Cosmic trunk

An extra option to not clutter your backpack, since in it you can store all the items you want, in order to only carry what you need in your backpack and store what could be useful in the future.

You will find the cosmic trunk in the counselors' cabin, do not worry about the amount to store there, the space is unlimited.



## Save game

You can save your progress so that on another occasion you can load your game and continue from where you left off, and to be able to do this it can only be achieved on the laptops that are in the counselors' cabins or the laptop that you find in any other side.

You have a maximum of 10 slots to save your games, once you pass that limit, you will have to overwrite an existing one.



# Game over

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When all your available counselors have been eliminated, and you think that is the end of everything, it is not like that, since you will have one more option to choose from, apart from those already mentioned.



## **Continue**

Load the last game used with autosave.

## **Load game**

Opens interface screen to load a previously saved game.

## **Exit**

Exit the game and return to the main menu.

## **Restart**

With this option you will restart the game from the beginning, but you will not lose all of your progress, since the level of each counselor will be maintained, as will some equipment items and the amount of PEP substance that you have obtained.





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